MARIO SCORES WITH FINAL FANTASY

PLUS: MAGICAL STARSIGN >> MEGA MAN ZX >> MADDEN NFL 07

NINTENDO POWER

[redacted]

P.O. Box 97043
Redmond, WA 98073-9743

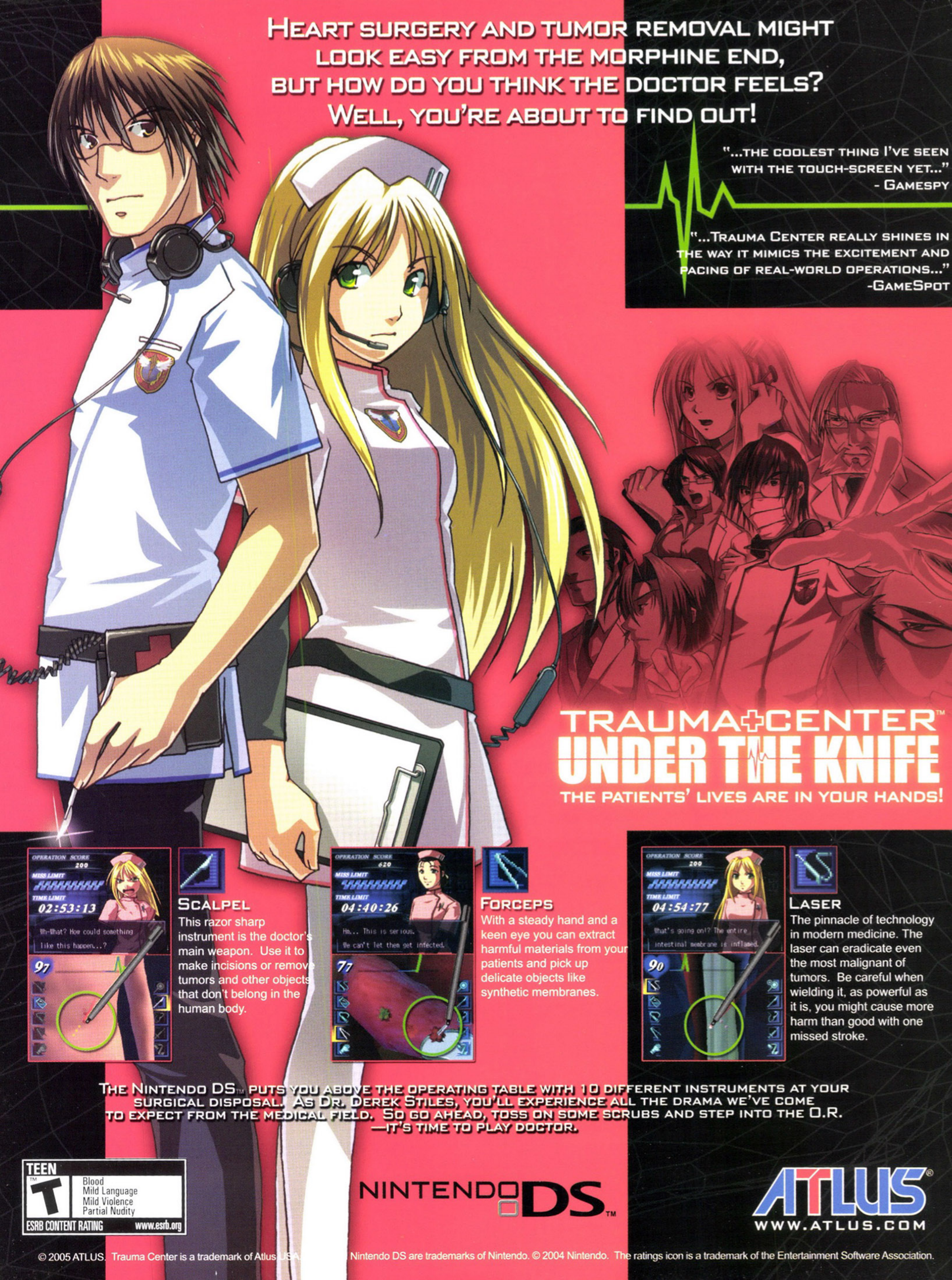
CHANGE SERVICE REQUESTED

PRSRT STD
U.S. POSTAGE
PAID
NINTENDO
OF AMERICA INC.

BONUS!
POKéMON
MYSTERY
DUNGEON
COMIC

Bunnies Gone Bad

Rayman's Wii Adventure Goes Raving Mad!



HEART SURGERY AND TUMOR REMOVAL MIGHT LOOK EASY FROM THE MORPHINE END, BUT HOW DO YOU THINK THE DOCTOR FEELS? WELL, YOU'RE ABOUT TO FIND OUT!

> "...THE COOLEST THING I'VE SEEN WITH THE TOUCH-SCREEN YET..."
> - GAMESPY

> "...TRAUMA CENTER REALLY SHINES IN THE WAY IT MIMICS THE EXCITEMENT AND PACING OF REAL-WORLD OPERATIONS..."
> -GAMESPOT

TRAUMA✚CENTER™ UNDER THE KNIFE

THE PATIENTS' LIVES ARE IN YOUR HANDS!

Wh-What? How could something like this happen...?

SCALPEL

This razor sharp instrument is the doctor's main weapon. Use it to make incisions or remove tumors and other objects that don't belong in the human body.

Hm... This is serious. We can't let them get infected.

FORCEPS

With a steady hand and a keen eye you can extract harmful materials from your patients and pick up delicate objects like synthetic membranes.

What's going on!? The entire intestinal membrane is inflamed.

LASER

The pinnacle of technology in modern medicine. The laser can eradicate even the most malignant of tumors. Be careful when wielding it, as powerful as it is, you might cause more harm than good with one missed stroke.

THE NINTENDO DS™ PUTS YOU ABOVE THE OPERATING TABLE WITH 10 DIFFERENT INSTRUMENTS AT YOUR SURGICAL DISPOSAL. AS DR. DEREK STILES, YOU'LL EXPERIENCE ALL THE DRAMA WE'VE COME TO EXPECT FROM THE MEDICAL FIELD. SO GO AHEAD, TOSS ON SOME SCRUBS AND STEP INTO THE O.R. —IT'S TIME TO PLAY DOCTOR.

TEEN
T
Blood
Mild Language
Mild Violence
Partial Nudity
ESRB CONTENT RATING www.esrb.org

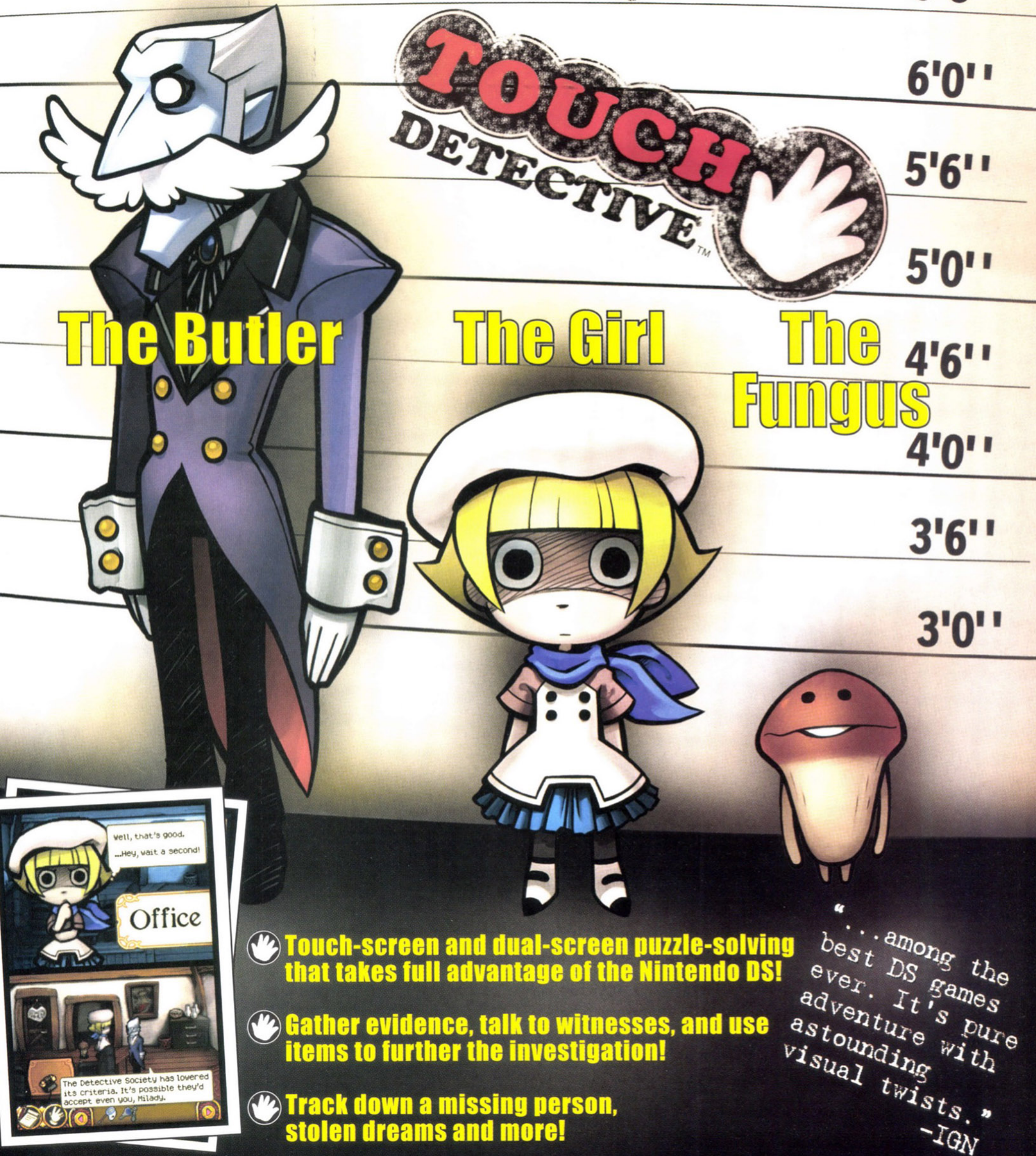
NINTENDO DS™

ATLUS®
WWW.ATLUS.COM

© 2005 ATLUS. Trauma Center is a trademark of Atlus USA. Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. The ratings icon is a trademark of the Entertainment Software Association.

The usual suspects?

TOUCH DETECTIVE™



Well, that's good.
...Hey, wait a second!

The Detective Society has lowered its criteria. It's possible they'd accept even you, Milady.

- **Touch-screen and dual-screen puzzle-solving that takes full advantage of the Nintendo DS!**
- **Gather evidence, talk to witnesses, and use items to further the investigation!**
- **Track down a missing person, stolen dreams and more!**

> "...among the best DS games ever. It's pure adventure with astounding visual twists."
> -IGN

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

NINTENDO DS™

ATLUS®
WWW.ATLUS.COM

© 2006 SUCCESS/Beeworks Licensed to and published by Atlus USA. Touch Detective is a trademark of Atlus USA.
™, ® and Nintendo DS logo are trademarks of Nintendo. © 2004 Nintendo. The rating icons are trademarks of the Entertainment Software Association.

NINTENDO POWER

CONTENTS SEPTEMBER 2006

FEATURES

24 Smash Files
There'd be no Smash Bros. if it weren't for Mario. Heck, there'd be no Nintendo if it weren't for Mario.

32 When Bunnies Attack!!
Wanna know what all this Wii innovation talk is about? Check out our coverage of Rayman: Raving Rabbids.

40 Inside Zelda
Daiji Imai is the scheduling manager for Twilight Princess, but please: no hate mail. It's not his fault we've waited so long.

44 Life on the Edge
Red Steel might be the closest you can get to Japanese organized crime without losing a pinkie.

50 Mystery Meet
No Poké Balls, no Trainers . . . but plenty of talking Pokémon. Pokémon Mystery Dungeon breaks all the rules.

54 7 Bright Ideas
In case you've been on the fence about getting a Nintendo DS, we have seven reasons you should stop procrastinating.

58 A New Man
Capcom's classic hero is armed to the teeth in his newest 2-D action game for DS.

62 Fairy Tale
In the weirdest of all spin-off games, The Legend of Zelda's odd man-fairy Tingle is getting his own game in Japan.

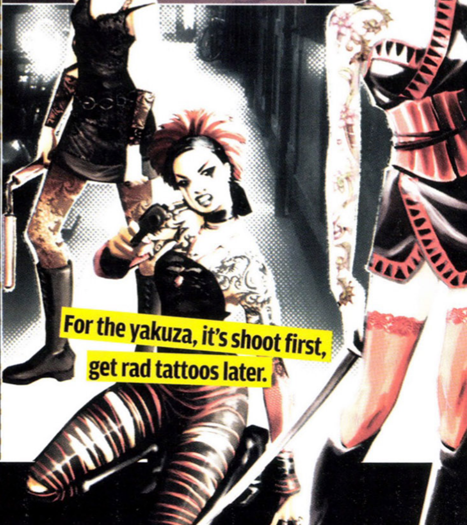
68 Cast of Thousands
Signs point to awesome for Magical Starsign, a slick RPG from Brownie Brown.

Quoth the Rayman, "Get us outta here!"

32
Why can't I have a frickin' Rabbid with a laser beam on its head?

68
The giant pee monster rains terror from on high.

54
How could you *not* want one of these babies?



44
Looks like it's gonna be another long night.

For the yakuza, it's shoot first, get rad tattoos later.

Red is the new blue. Pg. 58

TODAY IS THE DAY
I'M CATCHING TIMMY TRAIL
MUST GET BROTHER'S
MISSING MP3 PLAYER
HOME IN 48 SECONDS
HOT LAVA BELOW...
DON'T LET GO!

Let play out. Let adventure in.

VERB™
It's what you do.

In support of VERB™ and the U.S. Department of Health and Human Services' Centers for Disease Control and Prevention (CDC). VERB is a trademark of the DHHS, CDC. © 2006 CDC. All rights reserved.

NINTENDO POWER

CONTENTS

We uncover the ugly truth behind prison breakdance contests.

26

MADDEN FINDS A BLOCKER; CASTLEVANIA GETS FRAMED; **MECH-ASSAULT SEES GHOSTS;** PANZER TACTICS MAKES TRACKS; NARUTO **CLASHES AGAIN;** ONE PIECE TAKES IT TO THE LIMIT; **FINAL FURLONG ROUNDS THE TURN;** CUSTOM ROBO GOES MOBILE; **DK SWINGS ONTO DS;** AND MORE

DEPARTMENTS

10 Pulse
This month, we enjoy a day at the beach, find a date, and drone on about possible Super Smash Bros. Brawl characters.

16 News

26 Previews
Take an early look at the Wii titles that are popping up on the radar, as well as a slew of hot DS games coming soon.

72 Classified Info

78 Point/Counterpoint

80 Playback
An overweight, shirtless, Russian circus performer that battles dragons for the sake of his village—what's not to love?

81 Reviews

88 Community
We finally find some video games older than us! Also, Mr. Kondo serenades us with his lovely melodies.

92 Next Month

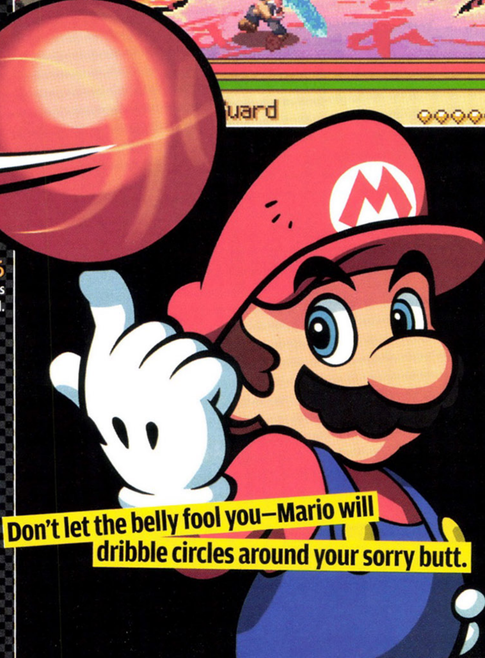
94 Quiz

95 Contacts

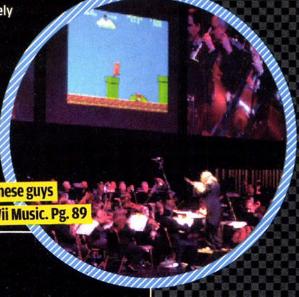
28
The two toughest twins since Tomax and Xamot. Or Mary-Kate and Ashley.

82
Wow, this is one heck of a fireworks display!

16
Mario's letter jacket is starting to get full.



Don't let the belly fool you—Mario will dribble circles around your sorry butt.



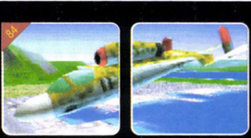
We're guessing these guys are gonna love Wii Music. Pg. 89

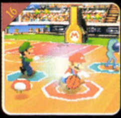
SUPER MONKEY BALL™ ADVENTURE
In a Monkey Ball, NO One Can HEAR you SCREAM.
Join AiAi and the Super Monkey Ball gang in an adventure across 5 kingdoms with over 50 characters to meet and numerous quests to complete!
50 original puzzle games
Three brand new party games and three classic favorites
New Monkey Ball abilities including: sticky, wood, hovering, boxing and invisibility
EVERYONE
E
Mild Cartoon Violence
ESRB CONTENT RATING www.esrb.org
NINTENDO GAMECUBE
SEGA®

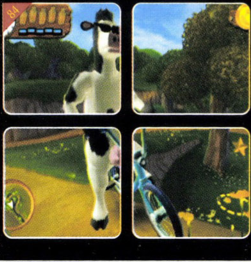
Available on PlayStation®2 computer entertainment system and PSP™(PlayStation®Portable) system

www.sega.com

© SEGA. SEGA is registered in the U.S. Patent and Trademark Office. SEGA, the SEGA logo and Super Monkey Ball Adventure are either registered trademarks or trademarks of SEGA Corporation. All rights reserved. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). ™, ® and Nintendo GameCube are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a registered trademark of the Entertainment Software Association.





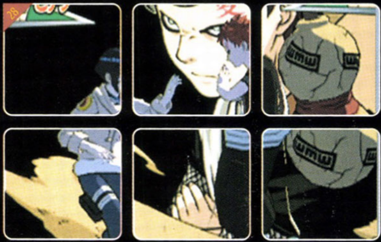


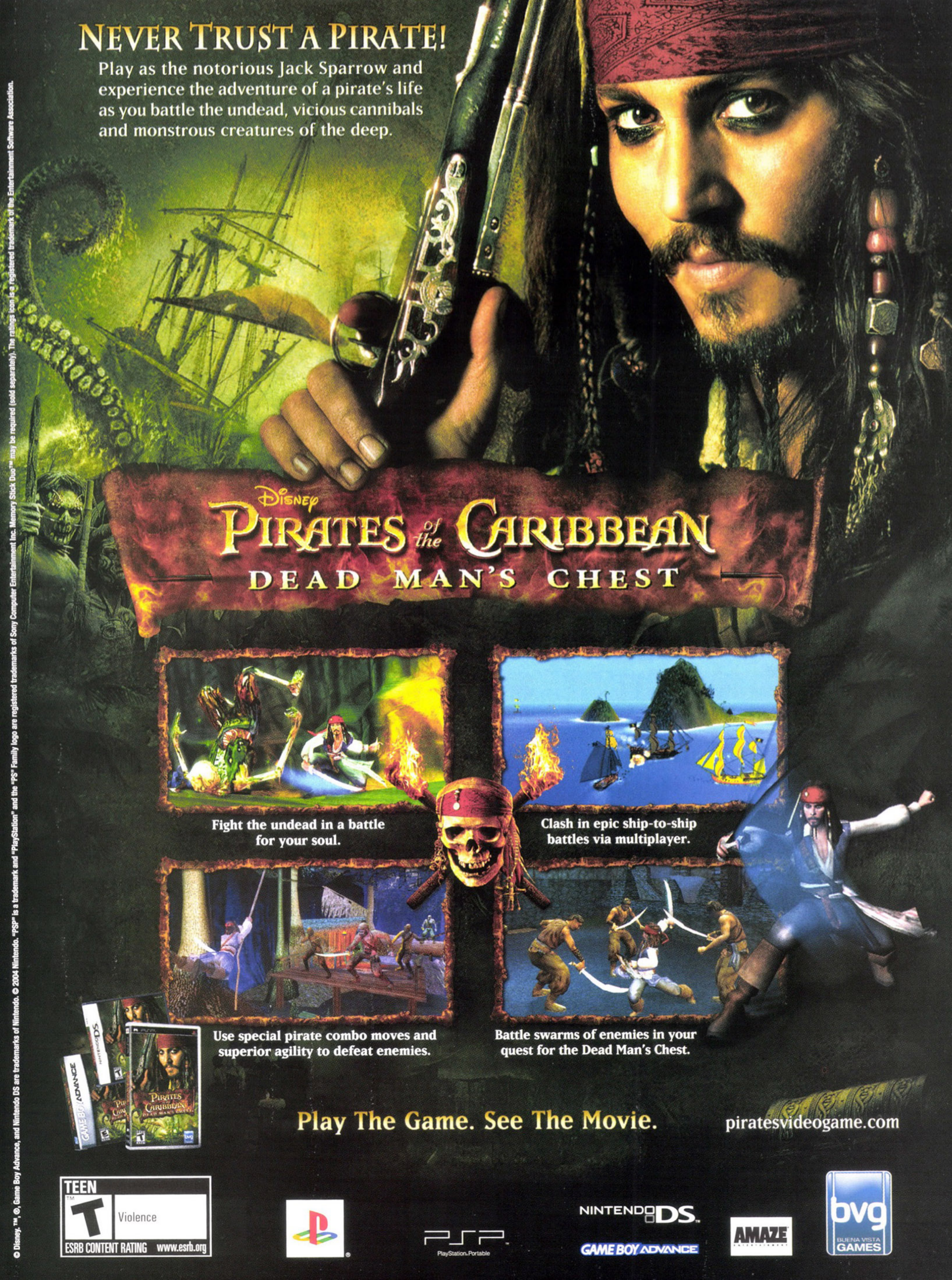
GAME INDEX

GAME TITLE	PAGE
Animal Crossing: Wild World (DS)	90, 91
Barnyard (GCN, GBA)	84
Baten Kaitos (GCN)	87
Battle B-Daman (GBA)	85
Bomberman Land (DS)	18
Bubble Bobble Revolution (DS)	17
Cars (GCN)	75, 87
Castlevania: Portrait of Ruin (DS)	27
Cooking Mama (DS)	22
Custom Robo Arena (DS)	30
Deep Labyrinth (DS)	20
DK: King of Swing DS (DS)	30
DS Cooking Navigation (DS)	19
Final Furlong (Wii)	29
Freedom Wings (DS)	84
Harvest Moon: Magical Melody (GCN)	86
Justice League Heroes (DS)	21
Justice League Heroes: The Flash (GBA)	21
Karnov (NES)	80
Killer 7 (GCN)	86
Konductra (DS)	17
The Legend of Zelda: Twilight Princess (Wii, GCN)	40
Madden NFL 07 (GCN)	26
Magical Starsign (DS)	68
Major League Baseball 2k6 (GCN)	75
Mario & Luigi: Superstar Saga (DS)	86
Mario Hoops 3-on-3 (DS)	16
Marvel: Ultimate Alliance (Wii)	20
MechAssault: Phantom War (DS)	27
Mega Man ZX (DS)	58
Monster Bomber (DS)	17
Monster House (DS)	84
Monster House (GCN, GBA)	85
Nacho Libre (DS)	18
Naruto: Clash of Ninja 2 (GCN)	28
Need for Speed: Carbon (Wii, GCN, DS, GBA)	18
New Super Mario Bros. (DS)	74
Odama (GCN)	87
One Piece: Unlimited Adventure (Wii)	29
Open Season (Wii, GCN, DS, GBA)	31
Over the Hedge: Hammy Goes Nuts (DS)	18
Panzer Tactics DS (DS)	28
Paper Mario: The Thousand-Year Door (GCN)	86
Pokémon Mystery Dungeon (DS, GBA)	50
Rainbow Islands Revolution (DS)	17
Rampage: Total Destruction (GCN)	74
Rayman: Raving Rabbids (GCN)	32
Red Steel (Wii)	44
Sonic the Hedgehog (GBA)	18
Spider-Man: Battle for New York (DS, GBA)	22
Star Fox Command (DS)	20
Summon Night: Swordcraft Story (GBA)	20, 82
Super Control Mecha MG (DS)	19
Super Robot Taisen: Original Generation (GBA)	83
Super Smash Bros. Brawl (Wii)	24, 78
Sword of Mana (DS)	87
Teen Titans 2 (GBA)	22
Tingle's Rupee Land* (DS)	62
Trauma Center: Second Opinion (Wii)	18
Xiaolin Showdown (DS)	31
X-Men: The Official Game (GCN)	75

* Working Title

28
T-34/85
Wehrmacht





NEVER TRUST A PIRATE!

Play as the notorious Jack Sparrow and experience the adventure of a pirate's life as you battle the undead, vicious cannibals and monstrous creatures of the deep.

DISNEY
PIRATES of the CARIBBEAN
DEAD MAN'S CHEST

Fight the undead in a battle for your soul.

Clash in epic ship-to-ship battles via multiplayer.

Use special pirate combo moves and superior agility to defeat enemies.

Battle swarms of enemies in your quest for the Dead Man's Chest.

Play The Game. See The Movie.

piratesvideogame.com

TEEN
T
Violence
ESRB CONTENT RATING www.esrb.org
PSP
PlayStation.Portable
NINTENDO DS
GAME BOY ADVANCE
AMAZE
bvg
BUENA VISTA GAMES

© Disney. TM, ®, Game Boy Advance, and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. "PSP" is a trademark and "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). The ratings icon is a registered trademark of the Entertainment Software Association.

Pulse

WILD HARE

Ubisoft's Michel Ancel is one of the brightest stars in the gaming universe, but of late his dark obsession with zombie disco rabbits in the Wii version of Rayman: Raving Rabbids is raising eyebrows. Determined to uncover the source of Ancel's alleged affliction, Nintendo Power sent investigative correspondent Steve Thomason to Ubisoft's studio in Montpellier, France. This month's cover exposé reveals the shocking truth behind the man and the game. It also reveals Ancel's wicked sense of humor, which, incidentally, should translate well outside of France. And speaking of Wii revelations, Chris Shepperd has dug up new details about how players will be drawn into the criminal underworld of the Japanese yakuza in Ubisoft's Red Steel.

There's nothing shady about DS Lite, of course, and Steven Grimm's report outlining the many ways that DS Lite adds to your on-the-go gaming experience suggests that there's more to the DS's redesign than a slim white exterior and an enlarged stylus. We've also packed this issue with previews of DS titles, such as Castlevania: Portrait of Ruin, Custom Robo Arena, DK: King of Swing, Magical Starsign, Mega Man ZX, and Pokémon Mystery Dungeon. We've even reinstated the Game Index to help you find all the titles we covered this month. And lest you're thinking we suffered a mental lapse, the backward-reading Pokémon Mystery Dungeon comic in this issue isn't a mistake. Reading from right to left is how they do it (read comics, that is) in Japan. Consider it a cultural exchange from NP. Domo arigato!

Scott Pelland
Managing Editor

LETTERS

BEST WAY TO BRAWL

I've seen the trailer for Super Smash Bros. Brawl, and the game looks amazing. I cannot wait to play with all of the new characters. However, despite how much I will probably love this game, there's one thing that kind of disappoints me. The Wii's controller is truly revolutionary, and use of motion sensing is just incredibly immersive. Why wouldn't [the game's producer, Masahiro] Sakurai try to take advantage of this brilliant technology to improve the gameplay? Imagine tilting the controller and dodging in that direction! You would literally feel like you're dodging your enemy's attack.

Rohit C.
via the Internet

During the Brawl unveiling at E3, Sakurai mentioned that he and his team had experimented with various ways to use the Wii controller, but that the motion-sensing functionality ultimately got in the way of the game. And when it comes to Smash Bros., have complete faith in Sakurai's judgment. Constantly flicking the controller to dodge might seem cool at first, but we imagine it would get pretty tiring after a while (and we love us some marathon Smash sessions).

OH CANADA

How come in games like Medal of Honor and Call of Duty, you never get to play as a Canadian soldier? We played just as big a part in the war as you Yankees did. It doesn't make any sense. Hopefully some publisher recognizes this soon. I would really like to play as someone from my own country.

Robert H.
via the Internet

Good news, Robert: Activision's upcoming Call of Duty 3 will finally let you play as a heroic Canuck. In the meantime, you can always make your countrymen proud with legendary Canadian icon The Mountie from WWF Wrestlemana: Steel Cage Challenge for the NES.

THE MOUNTIE
IRWIN R. SCHYSTER

THE NEXT NOSTRADAMUS

I was just reading some of my very old issues of Nintendo Power, and in Volume 31, someone wrote in with their idea for the perfect game system. He said it would include the game "Super Mario Galaxy" and that it would cost $259.95! Oh how close he was!

Chris S.
via the Internet

Wow, that's pretty creepy.

IF ONLY WE HAD 27 FINGERS!

My fantasy game system would be a complex 512-bit system. It could display 27,876,992 colors at one time and could play any game from any video game system that ever was or ever will be! There would be a miniature band inside that knew how to play any song! You could even buy a special chip that would allow you to make your own games for it! What game would come with the system, you ask: Super Mario Galaxy, better known as Super Mario Bros. 24! The system would come with six 27-button controllers and would cost $259.95. I would call it The Raw Power System!

Jimmy P.
New York

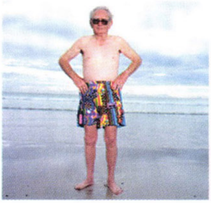
HOT SUMMER FUN

Could you guys do many of us Nintendo fans a favor and please include a swimsuit poster with Samus, Peach, Daisy and Zelda? C'mon, it's summer! Please? Pretty please? It wouldn't hurt if you just showed them having a good time at the beach.

Ed O.
via the Internet

P.S.-If you do make this poster, it would be great if you have Samus outside her Power Suit and Zelda in her adult form, not her Wind Waker version.

Ok, that's really *creepy. We hate to deny a reader's request, though, no matter how inappropriate. Unfortunately, this is the only picture we've got of someone having a good time at the beach.*



IF YOU'RE NOT PART OF THE SOLUTION ...

Here's something to mull over. The problems with the game industry (e.g., unoriginal games) should not be blamed solely on the publishers and developers. We as gamers buy a lot of these cookie-cutter titles in droves, then complain when publishers release the same thing with a different name a year later. If we, the gamers, refuse to buy such reheated garbage, then the game makers have no choice but to wise up.

Brother-in-Arms
via the Internet

Preach on, brother!

A TALE OF TWO HEDGEHOGS

I'm kind of disappointed that the new Sonic the Hedgehog game isn't going to be released on Wii. Instead, Nintendo's console gets the much-less-impressive Sonic Wild Fire.

Samson W.
via the Internet

We were actually much more impressed with Wild Fire at E3. It takes Sonic in an intriguing new direction, yet manages to stay faithful to the hedgehog's 16-bit roots. And we welcome the opportunity to just play as Sonic again; the Xbox 360 and PS3 game has the blue blur once more sharing the spotlight with a pair of co-stars. Both games will probably end up being quite good, but right now Wild Fire looks like the safer bet.

OUR SINCEREST APOLOGIES

I was reading through the Pulse sections of the last five or so Nintendo Powers, and I noticed that you guys were seriously making fun of Dragon Ball Z fans. Being a die-hard fan myself, I demand an apology.

Timtendo
via the Internet

We're truly sorry that you're a die-hard Dragon Ball Z fan.

GUN IT

I just thought of something. It would be possible to play games like Duck Hunt and the Super Scope 6 titles using the Wii controller, wouldn't it? Do you think light-gun games will make a comeback with the Wii?

Anthony R.
via the Internet

Yeah, light-gun games seem like a no-brainer for Wii. In fact, Nintendo showcased both an updated version of Duck Hunt and a Zapper-style peripheral for the console at this year's E3. Now all we need is a new House of the Dead. Make it happen, Sega!

As I was reading the magazine, I was wondering—why stop at Brain Age, Big Brain Academy, and Sudoku Gridmaster to attract nongamers? What about titles like Animal Crossing, Phoenix Wright, Trace Memory, and Trauma Center? Simple platformers like Mario and Sonic might also attract nongamers. Or even strategy games like Fire Emblem. It seems like there are all sorts of titles that could help spread our wonderful hobby.

Sampitt
via the Internet

We couldn't agree more, Sampitt. The philosophy behind titles like Brain Age is that they're very intuitive and nonthreatening for people who have never played games before. Ideally, once Brain Age has them hooked, they'll graduate to the types of games you mentioned. And judging by some of the letters we've received since Brain Age's release, it seems to be working.

LIKE PULLING A BUNNY OUT OF A HAT

Have any of you guys ever dabbled in magic? I myself am a level-18 warlock.

NintendoShaman
via the Internet

Staff writer and generally unfunny guy Chris Shepperd once tried his hand at magic, but something went terribly, terribly wrong.

DAS FEHLENDES SPIEL

I've noticed that there has been little to no coverage of Monolith Soft's Xenosaga I & II for the DS. With Nintendo publishing Monolith Soft's GCN title, Baten Kaitos Origins, I was just wondering if there was a chance that Nintendo may decide to publish Xenosaga outside of Japan.

Zenogias
via the Internet

Unfortunately (and a bit curiously, considering the series' popularity), neither Nintendo nor Namco currently has any plans to bring Xenosaga I & II to the states. A couple of us are big fans of the series, though, so we'll keep bugging 'em.

TOUCHED BY A GAMER

Nintendo's Touch Generations campaign is brilliant! I recently bought Brain Age for the DS and it quickly caught the attention of people around me. I convinced my father to play it, and he's hooked. He had never played a video game before Brain Age. And when I went out to dinner, our hostess was really interested in Brain Age. I let her try Quick Play and she was ecstatic. She told me she had a younger brother who has a PSP, but she was always too scared to play it because the games were so complicated. After playing Brain Age, she said she was going to pick up a DS. Nice work, Nintendo. If an old man and a young woman who have never played video games before are that excited about the DS, then who wouldn't be?

Jeff M.
via the Internet

HE'S NOT FUNNY

How come some of your comments and articles are very funny and witty while others are just downright stupid and, well, not funny? I blame Chris Shepperd.

Tyler N.
via the Internet

You, sir, are a very astute observer.

PREPARE FOR LAUNCH

Do you guys know when people will be able to reserve the Wii? I truly believe it's going to outdo the Xbox 360 launch, so I want to make sure that I'll be able to pick one up later this year.

mike
via the Internet

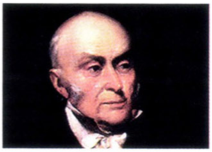
Most stores probably won't start accepting reservations until Nintendo announces an official launch date, but you should check in with your local retailer on a regular basis if you want a system on day one.

OF BEARDS AND MEN

Why are you guys so obssessed with Chuck Norris? I mean, the beard was cool in the '80s, but now he just looks like our sixth president in a karate uniform.

Jason T.
via the Internet

We were actually going to impose a moratorium on Chuck Norris references in the magazine, but we couldn't let such a blatantly misinformed comparison go unchecked. As you can see below, Chuck looks nothing like sixth president of the United States and Whig party cofounder John Quincy Adams.



Are you sure you didn't mean 1970s folk hero Grizzly Adams?

NP HEARTS ADA

Have any of you guys ever had a girlfriend?

Wes
via the Internet

Does staring lustfully at pictures of Resident Evil 4's Ada Wong count?

THE DATING GAME

I've been with Nintendo Power since the beginning—I even have the Fun Club issues! Wow, that goes back to 1988. Come to think of it, that's about the last time I had a date. Do you think those two things are related?

King George V
via the Internet

Not a chance. But who needs dates when you have Ada?

THE EXPLODING WORLD OF DISNEY

I saw an article in the July issue about Buena Vista developing a version of Meteos with Disney characters. This has me worried. Meteos is one of my favorite games, so I really don't like Buena Vista messing with its ingenious formula.

Micah O.
via the Internet

A lot of people (ourselves included) had the same reservations when they first heard about Disney characters mixing with Final Fantasy, but Kingdom Hearts sure turned out alright. Maybe the new Meteos will be a similarly magical combination.

Wii WANT SPORE

I was looking at some trailers for the new PC game Spore and thought it looked awesome. Is there any talk of bringing the game to Wii?

Ryan S.
via the Internet

Yeah, we're pretty high on Spore, too. Sadly, there hasn't been any talk of a console version. It seems like a perfect fit for Wii, though. Make it happen, Will Wright!

MORE SMASHING IDEAS

Why not put Nightmare from Soul Calibur II in Super Smash Bros. Brawl? Namco used one of Nintendo's characters, so why not use one of theirs?

Max P.
via the Internet

I saw postings on the Nsider forums suggesting Tingle as a new playable character in Brawl. All I have to say is, if there is any mercy in the video game world, and Tingle is a playable character, his only move will be to spontaneously combust.

Kellen M.
via the Internet

Opening the door to third-party characters in Super Smash Bros. Brawl is a great idea. Why not include Cloud, Sephiroth, and Tifa from Final Fantasy VII? I'm sure a lot of people would love to see Cloud face off against Link.

Benjamin M.
via the Internet

Hey, guys, do you think that Kao the Kangaroo should be in Super Smash Bros. Brawl?

FireLink
via the Internet

Our first inkling, of course, was to say no. But upon further reflection, the idea of bludgeoning Kao does have a certain appeal.

CORRECTOR'S CORNER

I just received issue 205 and couldn't help but notice two glaring mistakes in the "Mario Mishmash" (page 102). The Mario you have labeled as "Stone Tanooki Mario" is actually Bunny Mario from Super Mario Land 2 (that's why he's black and white), and the Mario you have labeled as "Bunny Mario" is just Mario with the raccoon ears and tail before donning the full Tanooki suit.

Michael P.
via the Internet

You missed a character in the "Mario Mishmash." The one between Tanooki Mario and Frog Mario is Wrecking Crew Mario.

Irock
via the Internet

In the Mario Mishmash, you said that one of the characters on the track in the middle of the poster was Donkey Kong. I know this may be nit-picking, but it actually looks like DK Jr. The white shirt was the tip-off.

Judicator
via the Internet

ALMOST PERFECT

I was wondering why you gave New Super Mario Bros. a 9.5. Why not a 10? I understand that a 9.5 shouldn't be considered low, but looking back at 12 months of reviews, not a single game has received a 10. Why? I guess what I'm asking is what key element was New Super Mario Bros. missing that kept it from getting a 10?

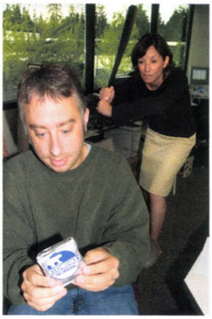
Cesar F.
via the Internet

Just because a game doesn't get a 10 doesn't mean it's missing any "key elements." But for a game to receive our highest score, it needs that extra little something that blows everything else away.

WE SCREAM FOR ICE SCREAM

What would you do for a Klondike Bar?

Mushroomer
via the Internet



Hey, he had it coming; he's not funny and he sucks at magic.

PLEASE WRITE US:

pulse@nintendopower.com

Or via carrier pigeon at:

Nintendo Power
PO Box 97033
Redmond, WA 98073-9733

NINTENDO POWER

LEVEL-18 DORKS

PUBLISHER
T. Kimishima
EDITOR IN CHIEF
Yoshio Tsuboike
MANAGING EDITOR
Scott Pelland
ART DIRECTOR
Kim Logan
SUPERVISING EDITOR
Jessica Joffe Stein
SENIOR WRITERS/EDITORS
Steven Grimm
George Sinfield
SENIOR WRITER
Steve Thomason
STAFF WRITERS
Chris Hoffman
Andy Myers
Christopher Shepperd
EDITORIAL CONSULTANTS
Reggie Fils-Aime
George Harrison
Dan Owsen
Jacqualee Story
Juana Tingdale
COPY EDITOR
Candace English
ASSISTANT PRODUCTION MANAGER
Machiko Oehler
SENIOR PRODUCTION SPECIALIST
Corinne Agbunag
PRODUCTION COORDINATORS
Mayumi Colson
Paul Gerlt
DESIGN LEAD
Jim Catechi
SENIOR DESIGNER
Tim Garret
DESIGNERS
Cory Conner
Rebekah Lane
David Waterworth
PRODUCTION ASSISTANT/ CONTRIBUTING WRITER
Pete Michaud
DESIGN, GAME STRATEGY & ILLUSTRATION
V-DESIGN Inc.
V-DESIGN INC. ART DIRECTOR
Yoshi Orimo
V-DESIGN INC.
Adam Crowell
Oliver Crowell
Matt Fisher
Brian Jones
Sonja Morris
John Rice
BUSINESS DIRECTOR
Casey Pelkey
MARKETING MANAGER
Jeff Bafus
SALES AND MARKETING ASSISTANT MANAGER
Malinda Miller

For advertising inquiries, contact np.advertising@noa.nintendo.com

VOLUME 207—September 2006
Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.88 per year in the U.S.A. ($83.88 in Canada).

©2006 Nintendo of America Inc. All rights reserved. Nothing that appears in Nintendo Power may be reproduced in whole or in part without express written permission from Nintendo of America Inc., copyright owner. Nintendo is a registered trademark of Nintendo of America Inc. TM, © & ® for games and characters are owned by the companies that market or license those products.

MSRP: Manufacturer's Suggested Retail Price. Actual retail prices may vary.

the antBULLY
THE VIDEOGAME
GET SMALL FOR BIG FUN!
SEE THE ANT BULLY IN THEATRES JULY 28
Use telepathy to overcome obstacles.
Experience thrilling adventures like hang-gliding and flying on wasps!
Climb surfaces and lift huge objects.
Fight like an ant in a human-sized world!
WWW.THEANTBULLY-GAME.COM
A2M
MIDWAY
EVERYONE 10+
E 10+
CONTENT RATED BY ESRB
Cartoon Violence
NINTENDO GAMECUBE
PC CD-ROM SOFTWARE
Wii
PlayStation 2
GAME BOY ADVANCE

THE ANT BULLY software © 2006 Midway Home Entertainment Inc. MIDWAY and the MIDWAY LOGO are trademarks or registered trademarks of Midway Amusement Games, LLC. All rights reserved. Developed by Artificial Mind and Movement Inc. Distributed under license by Midway Home Entertainment Inc. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. TM, ®, Game Boy Advance, Nintendo GameCube and the Wii logo are trademarks of Nintendo. © 2006 Nintendo. Software platform logo ™ & © IEMA 2006.

THE ANT BULLY and all related characters and elements are trademarks of and © Warner Bros. Entertainment Inc. WBIE LOGO: ™ & © Warner Bros. Entertainment Inc.

(s06)

MOST WANTED

Go to nintendo.com to vote for your most-wanted games and let your voice be heard!

>NINTENDO GAMECUBE

1. The Legend of Zelda: Twilight Princess
2. Super Paper Mario
3. Baten Kaitos Origins
4. LEGO Star Wars II: The Original Trilogy
5. Super Monkey Ball Adventure

IMPRESARIO: Disaster! If the two heroes are flattened, the opera's over! Then who'll win the girl?!

>GAME BOY ADVANCE

1. Final Fantasy VI
2. Final Fantasy V
3. Yggdra Union
4. Tomb Raider: Legend
5. Metal Slug

>NINTENDO DS

1. The Legend of Zelda: Phantom Hourglass
2. Final Fantasy III
3. Castlevania: Portrait of Ruin
4. Children of Mana
5. Yoshi's Island 2

TOP SELLERS

>NINTENDO GAMECUBE

DDR: Mario Mix is back in stores, so if you've been looking for a copy, you can finally pick one up without spending $150 on eBay.

1. Over the Hedge
2. Rampage: Total Destruction
3. Naruto: Clash of Ninja
4. Paper Mario: The Thousand-Year Door
5. Mario Kart: Double Dash!!
6. Sonic Riders
7. Super Smash Bros. Melee
8. Dance Dance Revolution: Mario Mix
9. LEGO *Star Wars*
10. Super Mario Sunshine

TOP SELLERS

>GAME BOY ADVANCE

After months of games like Dora the Explorer and Ice Age atop the GBA sales chart, Mario certainly is a sight for sore eyes.

That's more like it.

1. Super Mario Advance
2. Over the Hedge
3. Kingdom Hearts: Chain of Memories
4. Pokémon Emerald
5. Yoshi's Island: Super Mario Advance 3
6. Mario & Luigi: Superstar Saga
7. Ice Age 2: The Meltdown
8. Dogz
9. The Wild
10. Super Mario Advance 4 Super Mario Bros. 3:

TOP SELLERS

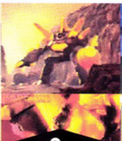
>NINTENDO DS

We've heard that New Super Mario Bros. game is pretty good.

1 New Super Mario Bros.

Debbie
Here's what I want you to draw:
Queen Elizabeth I

2 Brain Age: Train Your Brain in Minutes a Day



3 Metroid Prime: Hunters

4 Animal Crossing: Wild World

5 Mario Kart DS

6 Nintendogs: Dachshund

7 Super Princess Peach

8 Tetris DS

9 Over the Hedge

10 Nintendogs: Labrador

Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

DEEP LABYRINTH™
"Deep Labyrinth is fantasy gaming to its core."
—Nintendo Power, V205
Lock On
Off
ATTACK
Lock On
Off

The first Nintendo DS RPG with real-time first-person combat!

Touch Screen sword-swinging and spellcasting!

Two epic scenarios and dozens of dungeon levels!

Dual-screen rumbles against titanic bosses!

RATING PENDING
RP
CONTENT RATED BY ESRB
Visit www.esrb.org for updated rating information.

NINTENDO DS™

ATLUS®
WWW.ATLUS.COM

©2004, 2006 Interactive Brains Co., LTD. All rights reserved. Published and distributed by Atlus USA.™, ® and Nintendo DS logo are trademarks of Nintendo. © 2004 Nintendo.
The rating icons are trademarks of the Entertainment Software Association.

FLASH-FRIED JUSTICE

NEW FOR FUSION

NINTENDO MECH!

MOOGLE GOES FOR THE SHOT . . .

Magic in Hoops

Further details about Mario Hoops 3-on-3 show enchantment at work in Square Enix's DS basketball game.

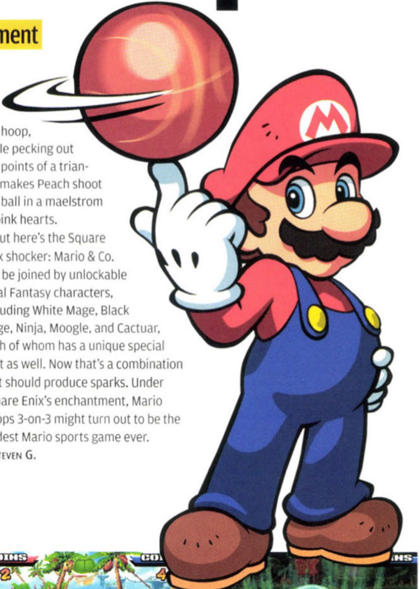
When Nintendo revealed that Square Enix was working on a Mario DS basketball game late last year, many gamers wondered why the makers of Final Fantasy and Dragon Quest were dabbling in dribbling. But the game that hit E3 was in fine form, showing off an excellent control system that Square Enix had devised.

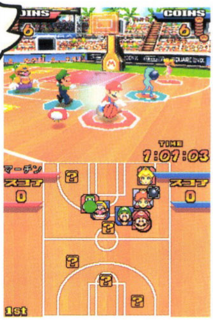
The controls are incredibly intuitive: You'll run with pad action while the ball (when you're in possession) dribbles automatically, and almost everything else is a matter of zingy stylus flicks and screen jabs. Offensive moves like going for the hoop require a quick upward flick; holding the stylus down first powers up a charged shot with better net success. Passing is a breeze—you'll hold L and sketch a swift line toward your teammate. When you're not handling the ball, defensive control comes into play: Flicking upward makes your character jump to block; if you then flick downward, you'll pull off a Ground Pound that can blast the ball away from the dribbler. Mario Hoops 3-on-3 is a madcap Mario game, after all, and there are lots of moves and power-up-fueled dirty tricks that'd cause an NBA referee to lose his cool.

But it's a range of newly revealed moves—known as special shots—that show off the Square Enix touch even more. Each character has a unique hoop attack, made from equal parts explosive attitude and over-the-top special effects (the stuff of many a magical strike in RPGs). To perform the shot, you'll dribble the ball around your on-court character in a specific pattern. Tapping out the points of an M causes Mario to launch a fiery shot at the hoop, while pecking out the points of a triangle makes Peach shoot the ball in a maelstrom of pink hearts.

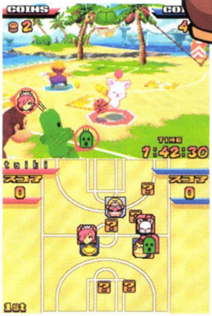
But here's the Square Enix shocker: Mario & Co. will be joined by unlockable Final Fantasy characters, including White Mage, Black Mage, Ninja, Moogle, and Cactuar, each of whom has a unique special shot as well. Now that's a combination that should produce sparks. Under Square Enix's enchantment, Mario Hoops 3-on-3 might turn out to be the wildest Mario sports game ever.

—Steven G.

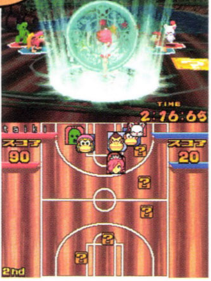




Although you can use tap control to get a tighter handle on dribbling, you'll often rely on auto-dribbling.



The unlockable Moogle doesn't just dash down the court; it levitates magically while bouncing the ball.



All that time casting spells in Final Fantasy pays off during the White Mage's special shot.

SPARE A QUARTER

DS on the Bubble

DS has become a haven for intriguing puzzlers and classic arcade games, and four more are on the way.

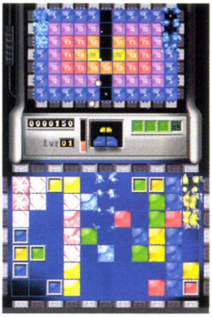
What do Bubble Bobble Revolution, Rainbow Islands Revolution, Konductra, and Monster Bomber have in common? They don't rely on flashy graphics, gripping plots, dashing characters or cutting-edge approaches to using the DS, but each of them brings a simple yet engaging experience to the expanding DS library.

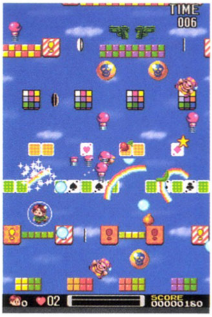
Bubble Bobble, a Taito-published arcade classic from the mid-'80s, involves two dinosaurs, Bub and Bob, attempting to save their girlfriends by trapping foes in bubbles. In Bubble Bobble Revolution, players can choose the classic arcade game, which appears on just one screen, or a graphically enhanced version with 100 levels of bubble-blowing action in which the vertical expanse of the dual screens plays a central role. Bubblers will also find new power attacks, microphone-activated challenges, and a four-player LAN Vs. mode.

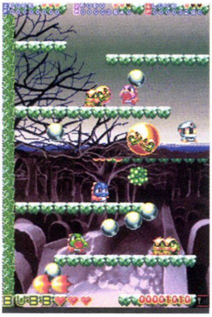
Billed as a sequel to Bubble Bobble, Rainbow Islands had few similarities to its prequel. Rainbow Islands Revolution for DS also charts its own course with stylus-driven controls. The action is fast-paced as you progress through four stages on each of seven islands, and there's a boss to cap off each island. The game includes Story mode, Score mode, and a four-player LAN Vs. mode. Codemasters will bring both of Taito's classic games to North American DS players this summer.

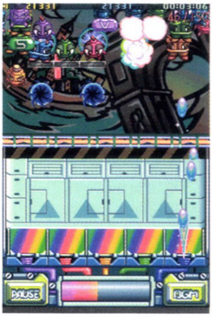
Another Taito property is headed to DS this fall thanks to Majesco, but Monster Bomber is an entirely original title with the feel of a classic arcade game—think Bust-a-Move meets Space Invaders. Single-player action spans 20 stages that provide multiple objectives (Scenario mode) or a last-as-long-as-you-can Survival mode. You'll also find a LAN option for four players, including an opportunity for DS Download play.

Konductra, published by O~3 Entertainment, is an original puzzle game from developer oeFun. Ian Dunlop, president of oeFun, describes the stylus-operated grid puzzler this way: ". . . [you create] a conduction by tracing through the color group by going from one conductor to another." Once you've traced through the colors and connected the conductors, the blocks shatter generating points. It makes perfect sense once you see it in action, which you'll be able to do by the end of summer. —Scott P.


Konductra players create colored tiles, then eliminate like-colored tile groupings using the stylus.


You can block and attack enemies by drawing rainbows with the stylus in Rainbow Islands Revolution.


Players can hop or drop from one screen to the other as they attempt to clear Bubble Bobble stages.

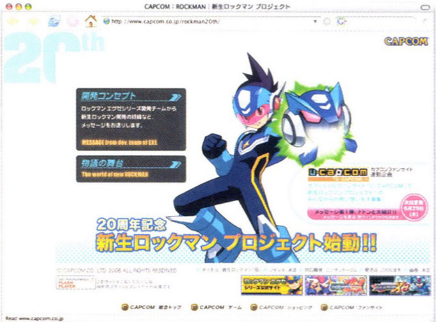

In Monster Bomber, you'll use the stylus to launch colored balls from the lower screen at foes above.

RIDING THE WAVE

Mega Man Cuts Loose

What's next for the Blue Bomber? According to clues on Capcom's Japanese website, he's breaking free from the Net and going wireless.

For more than five years, hundreds of thousands of players have thrilled to the exploits of the Mega Man Battle Network series (known as Rockman.EXE in Japan), but after six main games and several spin-offs, Mega Man is preparing to explore a new frontier. According to an announcement on Capcom's Japanese website, the Battle Network development team has begun work on a brand-new DS Mega Man action-RPG that's set hundreds of years after the Battle Network games. On the website, the development team explains that the game will be based on the concept of wireless technology, and that the new Mega Man will dive into the wireless "Wave Road" data stream for his adventures. The game should be out in time for Mega Man's 20th anniversary next year. —Chris H.


CAPCOM : ROCKMAN | 新生ロックマン プロジェクト
http://www.capcom.co.jp/rockman20th/
20th
CAPCOM
開発コンセプト
MESSAGE from dev. team of EXE
物語の舞台
The world of new ROCKMAN
u-capcom
20周年記念
新生ロックマン プロジェクト始動!!
CAPCOM 総合トップ
CAPCOM ゲーム
CAPCOM ショッピング
CAPCOM ファンサイト

ロックマン エグゼシリーズ開発チームから新生ロックマン開発の経緯など、メッセージをお送りします。

©CAPCOM CO., LTD. 2006 ALL RIGHTS RESERVED

A look at Capcom's Japanese website (www.capcom.co.jp/rockman20th) reveals Mega Man's updated look. Check out the head on Mega Man's hand!

NINTENDO MOVES

Demo Memo for DS Owners

Grab your DS and head to a demo-station-equipped store.

To follow up the launch of DS Demo Stations across North America, Nintendo is now sending the second batch of demos to stations. Some stores already have the update; more will follow in late July. Check out nintendo.com to see if your local retailers have the new volume, which includes the following:

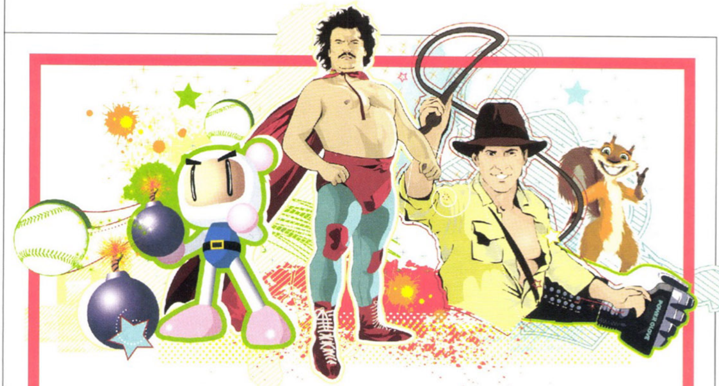
- **Big Brain Academy**
- **Brain Age: Train Your Brain in Minutes a Day**
- **Magnetica**
- **Metroid Prime Hunters**
- **Over the Hedge: (game trailer)**
- **Tetris DS**
- **X-Men The Official Game (game trailer)**

It's-a-Me! Monopoly!

Multiplayer gaming comes full circle.

Mario and Luigi are movin' on up to deluxe apartments in the sky, claiming the classiest spots in Monopoly: Boardwalk and Park Place. Due in late July, a Nintendo riff on the classic board game will spread the full range of icons, from the Arwing to Zelda, around the city. Some icons are even going pewter: The NES controller, Link's shield, and Mario's cap are among the playing pieces.

MONOPOLY
Nintendo
COLLECTOR'S EDITION
MONOPOLY
Nintendo
GO



The Big News. In Short.

Gamers, start your engines: EA's got **Need for Speed: Carbon** on the way for Wii, DS, GCN, and GBA (whew!); the new NFS will span cityscapes and canyons in brutal turf wars.... **Bomberman Land** has burst from rumor status into the open; Hudson Entertainment has confirmed that its bomb-lobbing mascot will make a second DS outing.... 2K Sports won't be left behind by Wii Sports and Madden; Take-Two has said that **Major League Baseball** and other games on its sports label are likely candidates for release in 2007-2008.... LucasArts has revealed that its next **Indiana Jones** game, due in '07, will also crack the whip on DS; the story remains under a veil of cobwebs and secrecy.... Majesco is working on a DS wrestler based on **Nacho Libre** due in October; the title will use a "photo puppetry" style to bring the spandex-clad Jack Black to life, which seems sick, wrong, and awesome.... Activision isn't over **Over the Hedge.** It's got a DS sequel due this fall subtitled Hammy Goes Nuts, starring the movie's crazed squirrel.... There's just no line in video-game-flick history more corny than "I love the Power Glove. It's so bad!" from ***The Wizard***. Hear it for yourself when the NES-obsessed classic finally hits DVD this August.... Atlus plans to have **Trauma Center: Second Opinion** available at Wii launch—good news, since die-hard fans of the DS game can't wait to slice, probe, and stitch up patients with the Wii remote.... —Steven G.

TRUE BLUE

Sonic Celebration

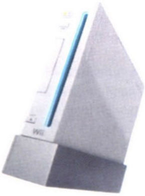
Sega's speedy blue mascot celebrates his 15th birthday with a Game Boy Advance version of his inaugural adventure.

This summer marks 15 years since Sonic the Hedgehog first shattered the video game sound barrier, and Sega's commemorating the occasion with a GBA version of the game that started it all. Set for release this November, the appropriately named Sonic the Hedgehog Genesis will recreate the hedgehog's 16-bit debut. In addition to six zones of classic platforming goodness, the game will feature a new save function and add Sonic's Spin Dash (which didn't debut until Sonic the Hedgehog 2) to his arsenal. The game will have an MSRP of $19.95, with blast processing included for free. —Chris H.

NEWS FROM JAPAN!

Nintendo Breakthroughs

The House of Mario isn't just leading its classic characters into a bold new future. It's got great surprises in the works that will impact hardware, software, and even dinnerware.



Connecting the Dots on Wii and DS

After hearing a few years of Satoru Iwata's predictions and plans—considered nutty no longer now that the Nintendo president's DS vision has become reality—the world has learned to listen to his every word. Iwata offered his latest not-crazy-talk at Nintendo's corporate policy briefing in June, and though he touched on E3 details about Wii and DS, he discussed them in a way that showed more of the larger picture, plus made big revelations as well.

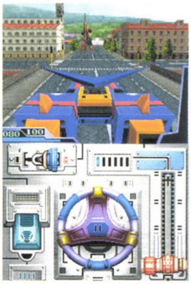
While he firmly stated that Nintendo's legacy of making games for gamers—such as the upcoming Zelda game for Wii—will continue as a core part of Nintendo's future, he elaborated on plans to make Wii games that would appeal to a broad audience (like Wii Sports) plus applications that would be integral to the daily lives of all people, much as Brain Age has done on the DS. He said that such titles were in the works and should be available at or shortly after Wii's launch through retail and/or Virtual Console, but he didn't reveal the apps themselves. He did, however, point to DS titles like the upcoming cookbook software (see below) as examples of how software might appeal to more members of a household.

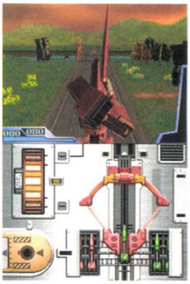
To compel both established gamers and new audiences to interact with Wii every day, Iwata said that WiiConnect24 was a key part of the Wii experience, providing something new via Nintendo Wi-Fi Connection daily; he restated E3's Animal Crossing example of receiving gifts and messages from friends but newly suggested that sudoku puzzles might be another daily surprise. In typical Iwata fashion, he wondered aloud about the future of Internet gaming, saying that it's been about competition in the past, but that it could be about more on Wii, including sharing creations through WiiConnect24.

Iwata revealed that Nintendo was moving full steam ahead with plans for Wii-DS connectivity. Citing that the hurdles to enjoying GCN-GBA connectivity (such as the need to buy a link cable) aren't a factor thanks to wireless connection, he discussed many possibilities for communication between the systems. The Wii could function like the DS Download Stations found at retail, distributing demos to households. The DS could act as a controller for Wii games that could take advantage of the touch control and the DS screens. Or maybe Wii could expand DS games, perhaps letting Nintendogs pups find their way to TV screens. But not everything was in the theoretical realm. Iwata revealed that one of the first Wii titles that will connect with DS will debut in Japan by the end of 2006: Pokémon Battle Revolution will use a DS—with a Pokémon Diamond or Pokémon Pearl game inserted—as a controller while battling in 3-D via Wii. Iwata noted that the DS games would allow battles, trading, and voice-over-Internet chat via the DS version of Nintendo Wi-Fi Connection, but offered only the teasing detail that the Wii game would connect to the Wii version of Nintendo Wi-Fi Connection—but not what it would do. Though much was revealed during the briefing, we feel safe in assuming that many surprises are still in store. —Steven G.

Next Big Thing in Mech

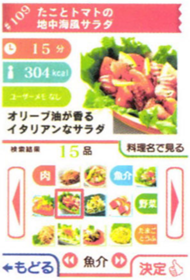
The mech-game market in Japan is all about one-upmanship, and Super Control Mecha MG seems poised to set the bar, though no release date has yet been announced. The DS game includes over 100 mechs that are more than meets the eye, each with unique transformations such as bulldozers and scorpions, plus mech-specific touch control. —Steven G.





Tasty Dish for the Dual Screens

Nintendo has recently pledged to bring several non-gaming applications to the Touch Generations library in Japan each year. Next up is Talking! DS Cooking Navigation, a multimedia cookbook of basics that's driven by touch and voice control. The latter's a great idea, given that any budding chef is too busy juggling knives and ingredients to fumble with book pages. —Steven G.

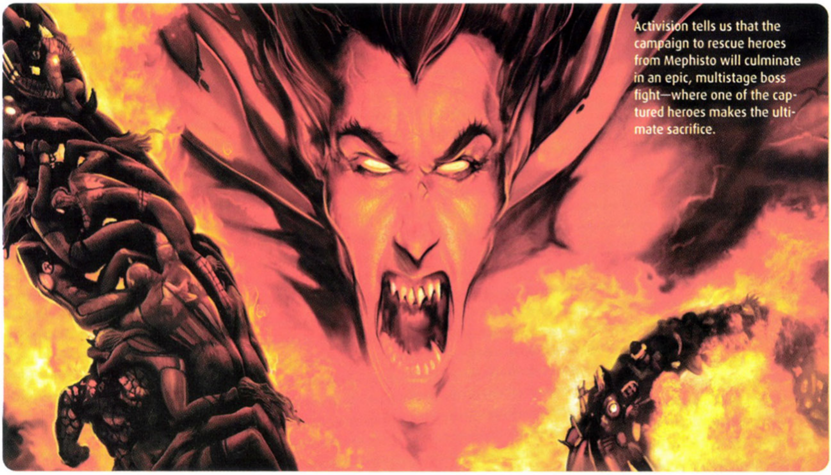


Naughty, Naughty!
Pure Evil!
And More Naughty!

Mephisto Torments the Marvel Universe

Bring on the serious sizzle.
We can't wait!

We're dying to see the Wii take on Marvel: Ultimate Alliance. Activision can't yet discuss Wii specifics but has given NP the scoop on an evil mission planned for the action-RPG, which features the largest assembly of Marvel characters ever seen in a game (20-plus playable, 120-some NPCs). At E3, Activision showed off a battle with world-devourer Galactus, so what's worse than him? Locking horns with Mephisto—he's the ruler of a nether realm, and is someone few Marvel mainstays like to mess with. On the way to fight ultimate target Dr. Doom, Professor X sends the heroes to Mephisto's realm to rescue one of the "more beloved characters from the Marvel universe." (Activision won't spoil that detail.) Events send the heroes out of the frying pan and into the fire when Mephisto nabs a *more* beloved character (another secret), and you'll have to make an "agonizing decision." Toying with the fates of Marvel's best? We can't wait to plunge in.
—Steven G.



Activision tells us that the campaign to rescue heroes from Mephisto will culminate in an epic, multistage boss fight—where one of the captured heroes makes the ultimate sacrifice.

DON'T-MISS Calendar

All praise Atlus. It's got RPGs galore coming for the GBA (plus a little DS action), and they're just starting to rain from the heavens. And what's that in the distance? Star Fox races in as the first major Nintendo game of the fall season!

7-25

Summer days? Summon Night!

Wow, is late July ever quiet on the gaming front, but Summon Night: Swordcraft Story saves the day as the first of the coming RPGs for GBA. Don't forget to make your DS a part of the heavy GBA season: The DS Lite makes games even more brilliant.

8-8

Deep Labyrinth delves into dual.

Atlus graces the DS with its first major RPG in months: Deep Labyrinth. The ambitious RPG provides the DS's first 3-D fantasy worlds—good for those jonesing for a long adventure.

8-25 to 8-27

PAX makes its third attack!

Making it to Penny Arcade Expo (PAX) is the closest we'll ever come to a game-geek pilgrimage. Last year, 9,000 gamers swarmed the second annual event; this year, PAX goes supersized with even more concerts, panels, tourney play, and game demos.

8-28

Fly unfriendly skies with Fox.

Star Fox Command marks the first time since the N64 era that Star Fox is all about shootin' and flyin'. Well, there's also a vicious space soap opera in the mix—but we've always wanted to find out who Krystal was totally into!

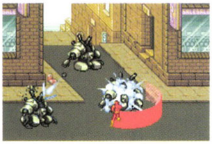
A LEAGUE OF THEIR OWN

Justice for All

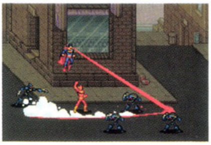
Comic fans get a double dose of DC action with a pair of Justice League Heroes games for DS and GBA.

Though the Man of Steel has been hogging the spotlight of late, he'll have to make some room for the Fastest Man Alive in the upcoming Justice League Heroes: The Flash for GBA. As the name suggests, you'll play as The Flash, using his speed to unleash wicked combo attacks on enemies. The Flash will have the ability to slow down time during battle (a la Viewtiful Joe), and to call on cohorts Superman, Batman, and Wonder Woman, plus other Justice League members to perform special attacks.

The DS game (titled Justice League Heroes) puts you in the shoes of not only The Flash, but of Superman, Batman, and Wonder Woman as well. You'll use the stylus to control the heroes, and be able to call on JL members like Aquaman, Green Arrow, Zatanna, and Green Lantern for special attacks. Expect both JLH games this fall. —Andy M.

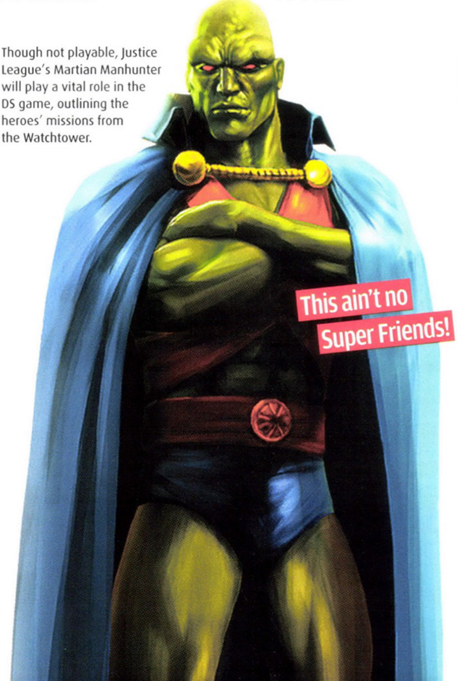


The Flash's lightning-quick attacks can be turned into crazy combos in the GBA brawler.



Superman's heat vision is just one of the special attacks at The Flash's beck and call.

Though not playable, Justice League's Martian Manhunter will play a vital role in the DS game, outlining the heroes' missions from the Watchtower.



This ain't no Super Friends!

The Fusion Tour five, counterclockwise from the top: Hawthhorne Heights, Relient K, Emery, The Sleeping, and Plain White Ts.

FUSION TIMES FIVE

Tour de Force

The Nintendo Fusion Tour returns for '06 with its strongest lineup of bands (and games) yet.

Building on the ridiculous success of last year's Fall Out Boy-headlined Fusion Tour (which introduced the world to Panic! At The Disco, in addition), Nintendo has put together an impressive ensemble of bands to hit the road and rock America on Fusion Tour 2006. Emo outfit extraordinaire Hawthorne Heights will be leading the charge in support of their new album, *If Only You Were Lonely* (which is currently well on its way to Gold status). Though Hawthorne Heights is the tour's biggest draw, previous Fusion Tours have taught us not to overlook the opening acts. This year, pop punk vets Relient K will be supporting, followed by Emery, Plain White Ts, and The Sleeping for the most diverse Fusion Tour lineup yet.

The Fusion Tour wouldn't be the Fusion Tour without some video game action thrown in. Though nothing is confirmed, we're betting concert-goers will be able to check out Wii games while attending one of the tour's many stops. The whole shebang kicks off on September 27th in Columbus, Ohio—stay tuned to www.nintendofusiontour.com for Fusion Tour updates and ticket information. —Andy M.

GAME WATCH FORECAST

Take heart: The summer drought of games is almost over, and the back half of '06 looks very busy. The latest in EA's Need for Speed series races into Forecast this month, joined by a heaping handful of portable games.

Announced
In Development
Ready for Release
Game Title — Publisher — ●●●
Game Title — Publisher — ●●● —New games added to the list

NINTENDO GAMECUBE

Game Title	Publisher	
The Ant Bully	Midway	●●○
Avatar: The Last Airbender	THQ	●●○
Backyard Baseball 2007	Atari	●●○
Backyard Basketball 2007	Atari	●○○
Backyard Football 2007	Atari	●○○
Barnyard	THQ	●●●
Baten Kaitos Origins	Nintendo	●●○
Bionicle Heroes	Eidos	●○○
Bratz: Forever Diamonds	THQ	●●○
DK Bongo Blast	Nintendo	●●○
Flushed Away	D3PA	●●○
Foodfight!	Global Star	●●○
The Grim Adventures of Billy & Mandy	Midway	●●○
Happy Feet	Midway	●○○
Kirby*	Nintendo	●●○
The Legend of Spyro: A New Beginning	Vivendi	●●○
The Legend of Zelda: Twilight Princess	Nintendo	●●○
LEGO *Star Wars* II: The Original Trilogy	LucasArts	●●○
Madden NFL 07	EA	●●○
Mini-Golf Mayhem	Crave	●○○
Monster House	THQ	●●●
The Movies	TBD	●●○
Naruto: Clash of Ninja 2	Tomy/D3PA	●●○
Need for Speed: Carbon	EA	●○○
Nicktoons*	THQ	●●○
One Piece: Pirates' Carnival	Namco Bandai	●●○
One Piece: Grand Adventure	Namco Bandai	●●○
Open Season	Ubisoft	●●○
Pac-Man World Rally	Namco	●●○
SpongeBob SquarePants: Creature from the Krusty Krab	THQ	●●○
Super Monkey Ball Adventure	Sega	●●○
Super Paper Mario	Nintendo	●●○
Tom Clancy's Splinter Cell: Double Agent	Ubisoft	●●○
Tomb Raider: Legend	Eidos	●●○
World Championship Poker	Crave	●●○
Zatch Bell!: Mamodo Fury	Namco Bandai	●●○

GAME BOY ADVANCE

Game Title	Publisher	
Alex Rider: Stormbreaker	THQ	●●○
The Ant Bully	Midway	●●○
Avatar: The Last Airbender	THQ	●●○
Backyard Basketball 2007	Atari	●○○
Barnyard	THQ	●●●
Battle B-Daman	Atlus	●●●
Battle B-Daman 2	Atlus	●○○
Bionicle Heroes	Eidos	●○○
Bratz: Forever Diamonds	THQ	●●○
Camp Lazlo: Leaky Lake Games	Crave	●●○
Capcom Classics Mini Mix	Capcom	●●○
The Cheetah Girls	Buena Vista	●●○
Danny Phantom: Urban Jungle	THQ	●●○
Disney Princess: Royal Adventure	Buena Vista	●●○
Dora's World Adventure	Global Star	●●○
Eragon	Vivendi	●●○
Family Feud	Global Star	●●○
Final Fantasy V Advance	Nintendo	●○○
Final Fantasy VI Advance	Nintendo	●○○
Flushed Away	D3PA	●●○
Foodfight!	Global Star	●●○
Foster's Home for Imaginary Friends	Crave	●●○
Games Explosion!	THQ	●●○
The Grim Adventures of Billy & Mandy	Midway	●○○
Hamtaro: Rainbow Rescue	Nintendo	●○○
Happy Feet	Midway	●○○
Hardcore Pool	Telegames	●●○
Hugo: Bukkazoom	Namco	●●○
Justice League Heroes: The Flash	Warner Bros.	●●○
Koala Brothers: Outback Adventures	American Game Factory	●●○
The Legend of Spyro: A New Beginning	Vivendi	●○○
Legend of the River King Advance	Natsume	●●○
LEGO *Star Wars* II: The Original Trilogy	LucasArts	●●○
Little Einsteins	Buena Vista	●●○
The Little Mermaid: Ariel's Undersea Adventure	Buena Vista	●●○
Madden NFL 07	EA	●○○
Meet the Robinsons	Buena Vista	●○○
Mega Man Anniversary Collection	Capcom	●●○
Metal Slug	SNK	●●○
Monster House	THQ	●●●
My Little Pony: Crystal Princess—The Runaway Rainbow	THQ	●○○
Naruto: Ninja Council 2	Tomy/D3PA	●●○
Need for Speed: Carbon	EA	●○○
Nicktoons*	THQ	●○○
Open Season	Ubisoft	●○○
Phil of the Future	Buena Vista	●●○
Pirate Battle	Orbital	●●○
Pokémon Mystery Dungeon: Red Rescue Team	Nintendo	●●○
The Proud Family	Disney	●●○
The Santa Clause 3	Buena Vista	●○○
Santa Claus Saves the Earth	Telegames	●●○
Scurge: Hive	Orbital	●●○
Sonic the Hedgehog Genesis	Sega	●○○
Spider-Man: Battle for New York	Activision	●●○
SpongeBob SquarePants: Creature from the Krusty Krab	THQ	●●○
The Suite Life of Zack & Cody	Buena Vista	●○○
Summon Night: Swordcraft Story	Atlus	●●●
Summon Night: Swordcraft Story 2	Atlus	●○○
Super Robot Monkey Team Hyperforce Go!	Disney	●○○
Super Robot Taisen: Original Generation	Atlus	●●●
Super Robot Taisen: Original Generation 2	Atlus	●○○
Superman Returns: The Videogame	EA	●●○
Teen Titans 2	Majesco	●●○
Tom and Jerry Tales	Eidos	●○○
Tomb Raider: Legend	Eidos	●●○
Tonka on the Job	THQ	●○○
Tony Hawk's Downhill Jam	Activision	●○○
Ultimate Pocket Games	Telegames	●●○
Ultimate Puzzle Games	Telegames	●●○
Ultimate Table Games	Telegames	●●○
Unfabulous	THQ	●○○
VeggieTales: LarryBoy and the Bad Apple	Crave	●●○
Winx Club: The Quest for the Codex	Konami	●●○
W.I.T.C.H.	Buena Vista	●○○
World Poker Tour 2K6	2K Sports	●○○
World Reborn	Destination	●●○
X-Bladez: Inline Skater	Crave	●●○
Xyanide	Playlogic	●○○
Yggdra Union	Atlus	●●○

NINTENDO DS

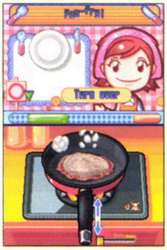
Game Title	Publisher	
A Boy and His Blob	Majesco	●●○
Alex Rider: Stormbreaker	THQ	●●○
American Dragon: Jake Long, Attack of the Dark Dragon	Buena Vista	●●○
Avatar: The Last Airbender	THQ	●○○
Big Brain Academy	Nintendo	●●●
Bionicle Heroes	Eidos	●○○
Bomberman Land	Hudson	●○○
Brain Twisting Game Vol. 1*	Aruze	●●○
Bratz: Forever Diamonds	THQ	●●○
Bubble Bobble Revolution	Codemasters	●●○
Castlevania: Portrait of Ruin	Konami	●●○
Chibi-Robo: Park Patrol	Nintendo	●●○
Chicken Little: Ace in Action	Buena Vista	●○○
Children of Mana	Nintendo	●●○
ChoroQ DS	Atlus	●○○
Clubhouse Games	Nintendo	●●○
Contact	Atlus	●●○
Cooking Mama	Majesco	●●○
Crash Boom Bang!	Vivendi	●●○
Custom Robo Arena	Nintendo	●●○
Danny Phantom: Urban Jungle	THQ	●●○
Death, Jr. and the Science Fair of Doom	Konami	●●○
Deep Labyrinth	Atlus	●●○
DK King of Swing DS*	Nintendo	●●○
Dragon Quest Heroes: Rocket Slime	Square Enix	●●○
Dragon Quest Monsters	Square Enix	●○○
DS Air*	Nintendo	●●○
Dynasty Warriors*	Koei	●●○
Elite Beat Agents	Nintendo	●●○
Eragon	Vivendi	●●○
Europa Universalis II	Pocket PC	●●○
Final Fantasy III	Square Enix	●●○
Final Fantasy: Crystal Chronicles*	Square Enix	●○○
Flushed Away	D3PA	●●○
Freedom Wings	Natsume	●●●
Fushigi No Dungeon*	Chun Soft	●○○
The Game of Life DS	Atlus	●○○
GoPets	Konami	●●○
Hannah Montana	Buena Vista	●●○
Happy Feet	Midway	●○○
Harvest Moon DS	Natsume	●●○
Historical Simulation Game*	Koei	●○○
Hotel Dusk: Room 215	Nintendo	●●○
Indiana Jones 2007*	LucasArts	●○○
Intern Tendo Dokuta	Spike	●●○
Jam with the Band*	Nintendo	●●○
Johnny Rocketfingers	Conspiracy	●○○
Justice League Heroes	Warner Bros.	●○○
Kim Possible: Global Gemini	Buena Vista	●●○
Kirby: Squeak Squad	Nintendo	●●○
Konductra	O~3	●●○
Legend of the River King*	Natsume	●○○
The Legend of Spyro: A New Beginning	Vivendi	●○○
The Legend of Zelda: Four Swords*	Nintendo	●○○
The Legend of Zelda: Phantom Hourglass	Nintendo	●●○
LEGO *Star Wars* II: The Original Trilogy	LucasArts	●●○
The Little Mermaid: Ariel's Undersea Adventure	Buena Vista	●●○
Lunar Knights	Konami	●●○
Madden NFL 07	EA	●○○
Mage Knight: Destiny's Soldier	Namco	●●○
Magical Starsign	Nintendo	●●○
Mah-Jong*	Koei	●○○
Mario Hoops 3-on-3	Nintendo	●●○
Mario vs. Donkey Kong 2: March of the Minis	Nintendo	●●○
Marvel Trading Card Game	Konami	●●○
MechAssault: Phantom War	Majesco	●●○
Meet the Robinsons	Buena Vista	●○○
Mega Man ZX	Capcom	●●○
Meteos: Disney Edition	Buena Vista	●○○
Micro Machines v4	Codemasters	●●○
Mobile Suit Gundam Seed	Bandai	●○○
Monster Bomber	Majesco	●●○
Monster House	THQ	●●●
Monster Rancher	Tecmo	●○○
Moonlight Fables*	Majesco	●○○
My Frogger Toy Trials	Konami	●●○
Nacho Libre	Majesco	●○○
Need for Speed: Carbon	EA	●○○
Nicktoons*	THQ	●●○
One Piece	Bandai	●●○
Open Season	Ubisoft	●●○
Organizer Plus	SummitSoft	●○○
Over the Hedge: Hammy Goes Nuts	Activision	●●○
Panzer Tactics DS*	CDV Software	●●○
Phoenix Wright: Ace Attorney Justice for All	Capcom	●●○
Pokémon Mystery Dungeon: Blue Rescue Team	Nintendo	●●○
Pokémon Ranger	Nintendo	●●○
Puzzle de Harvest Moon	Natsume	●●○
Quad Desert Fury 2	Majesco	●○○
Rainbow Islands Revolution	Codemasters	●●○
Scooby-Doo!*	THQ	●●○
Scurge: Hive	Orbital	●●○
Shin Megami Tensei DS*	Atlus	●○○
SNK vs. Capcom Card Fighters DS	SNK	●●○
Spectrobes	Buena Vista	●●○
Spider-Man: Battle for New York	Activision	●○○
SpongeBob SquarePants: Creature from the Krusty Krab	THQ	●○○
Star Fox Command	Nintendo	●●○
Star Trek: Tactical Assault	Bethesda	●●○
Steel Horizon	Konami	●●○
The Suite Life of Zack & Cody	Buena Vista	●●○
Superman Returns: The Videogame	EA	●●○
Tenchu: Dark Secret	Nintendo	●●○
That's So Raven: Psychic on the Scene	Buena Vista	●●○
Tom and Jerry Tales	Eidos	●○○
Tomb Raider: Legend	Eidos	●●○
Tony Hawk's Downhill Jam	Activision	●●○
Top Gear: Downforce	Kemco	●○○
Touch Detective	Atlus	●●○
Ultimate Brain Games	Telegames	●○○
Ultimate Card Games	Telegames	●●○
Ultimate Pocket Games	Telegames	●○○
Vandal Hearts*	Konami	●○○
Winning Eleven: Pro Evolution Soccer 2007	Konami	●●○
Winx Club: The Quest for the Codex	Konami	●●○
Xiaolin Showdown	Konami	●●○
Yggdrasil Labyrinth*	Atlus	●○○
Yoshi's Island 2*	Nintendo	●●○

* TENTATIVE TITLE

SOON IN HAND

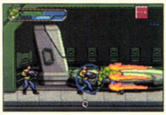
I'LL TAKE MY SCREENS TO GO

A couple of months ago we reported on Cooking Mama, a culinarily focused game that Majesco is stirring up. As our egg timer ticks down toward its release, we're happy to share a few screenies. Bon appétit!



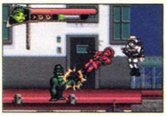
BIG-APPLE BASH

Attention, True Believers! Activision has announced an all new Spidey game for DS and GBA. Spider-Man: Battle for New York features an original storyline that will pit the webslinger againt his archnemesis, Green Goblin. Look for Battle for New York to swing into stores this fall.



THEY ARE THE YOUTH GONE WILD

More good news, superhero fans—a new Teen Titans game is on its way to GBA. Teen Titans 2 will once again feature all five of the fresh-faced crusaders as they battle a whole slew of notorious villains from the TT 'hood. Branching story paths and lots of hidden areas should keep you glued to your Game Boy Micro for days.



CONNECT DIRECT AND DUEL ONLINE!

SHONEN JUMP'S

YU-GI-OH!™

ONLINE

USB DUELPASS KEY

- Takes you instantly to Yu-Gi-Oh! ONLINE!
- Includes 3 virtual cards and 90 duel points!
- Look for all 6 exclusive virtual cards

USB DUELPASS KEY
Yu-Gi-Oh! ONLINE
Yu-Gi-Oh! ONLINE © 1996 KAZUKI TAKAHASHI

COLLECT ALL 6 CASES
IN SERIES 1!

*Exclusive cards not shown.

KONAMI

www.konami.com

© 1996 KAZUKI TAKAHASHI
KONAMI is a registered trademark of KONAMI CORPORATION.

SUPER SMASH BROS. Brawl

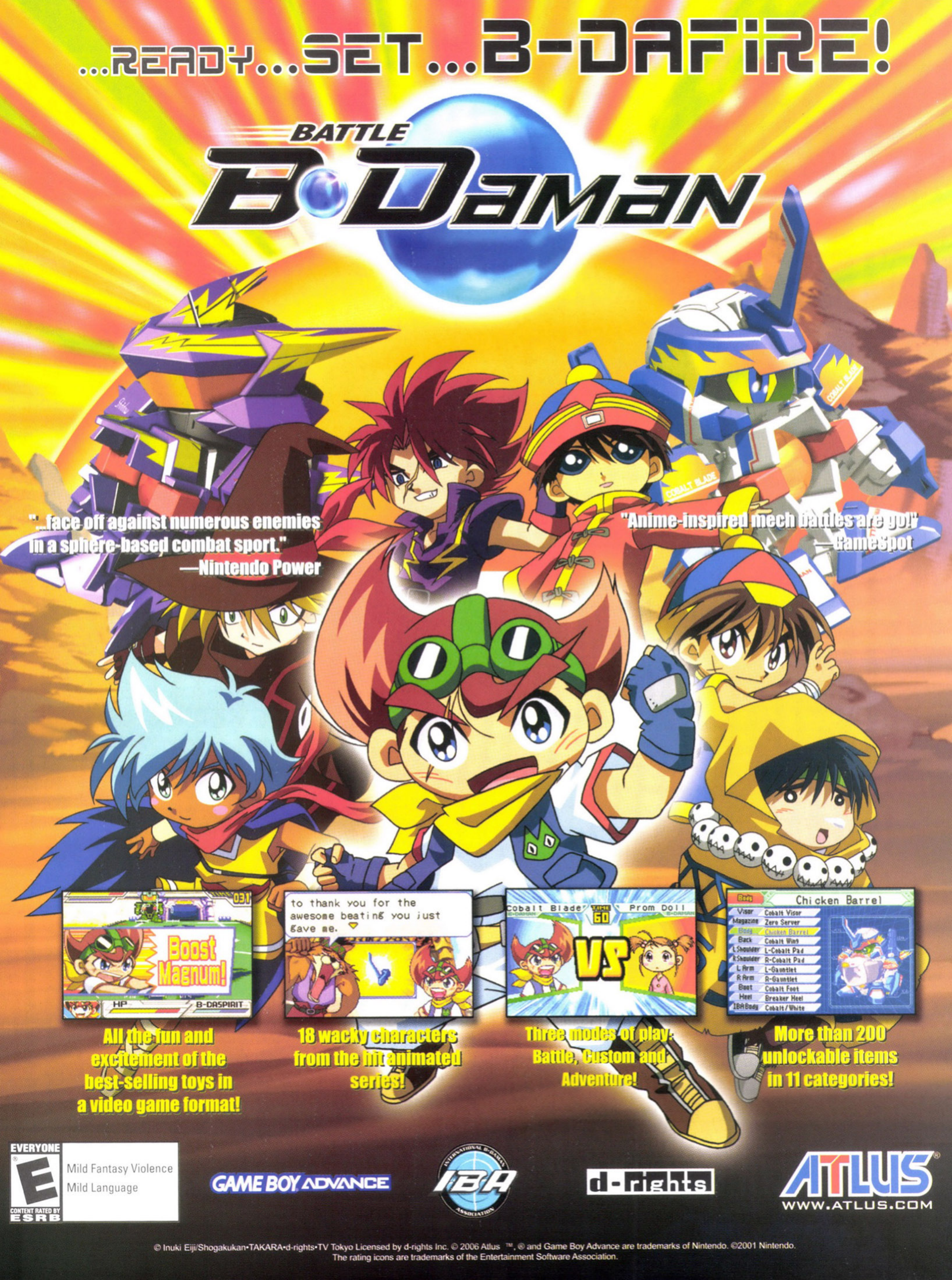
Wii SMASH FILES #02

MARIO

FIRST GAME APPEARANCE:
Donkey Kong - arcade (1981)

KNOWN FOR:
Saving kingdoms, ingesting mushrooms, flower power

BIOGRAPHY:
A true icon of the video game world, Mario has done it all. When the pasta-loving plumber isn't rescuing Princess Peach and saving the Mushroom Kingdom from the villainous Bowser (as he's done on numerous occasions), he's racing, dancing, partying, playing all manner of sports, or fixing leaky pipes with his brother Luigi. Although Mario seems to be able to adapt to any situation, he's best known for his amazing jumping and fireball-throwing abilities—talents he's put to great use in previous Super Smash Bros. games.


...READY...SET...B-DAFIRE!
BATTLE
B-DAMAN
COBALT BLADE
COBALT BLADE
Boost Magnum!
031
HP
B-DASPIRIT
Cobalt Blade
Prom Doll
TIME
60
VS
Body
Chicken Barrel

"...face off against numerous enemies in a sphere-based combat sport."
—Nintendo Power

"Anime-inspired mech battles are go!"
—GameSpot

to thank you for the awesome beating you just gave me.

Visor	Cobalt Visor
Magazine	Zero Server
Body	Chicken Barrel
Back	Cobalt Wing
L.Shoulder	L-Cobalt Pad
R.Shoulder	R-Cobalt Pad
L.Arm	L-Gauntlet
R.Arm	R-Gauntlet
Boot	Cobalt Foot
Heel	Breaker Heel
IBA Body	Cobalt/White

All the fun and excitement of the best-selling toys in a video game format!

18 wacky characters from the hit animated series!

Three modes of play: Battle, Custom and Adventure!

More than 200 unlockable items in 11 categories!

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence
Mild Language

GAME BOY ADVANCE
INTERNATIONAL B-DAMAN ASSOCIATION
IBA
d-rights
ATLUS

WWW.ATLUS.COM

© Inuki Eiji/Shogakukan•TAKARA•d-rights•TV Tokyo Licensed by d-rights Inc. © 2006 Atlus ™, ® and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo.
The rating icons are trademarks of the Entertainment Software Association.

Can ninjas and pirates coexist in one preview section? Find out inside!

Castlevania: Portrait of Ruin Pg. 27
Custom Robo Arena Pg. 30
DK: King of Swing DS Pg. 30
Final Furlong Pg. 29
Madden NFL 07 Pg. 26
MechAssault: Phantom War Pg. 27
Naruto: Clash of Ninja 2 Pg. 28
One Piece: Unlimited Adventure Pg. 29
Open Season Pg. 31
Panzer Tactics DS Pg. 28
Xiaolin Showdown Pg. 31

Tossin' The Ol' Pigskin

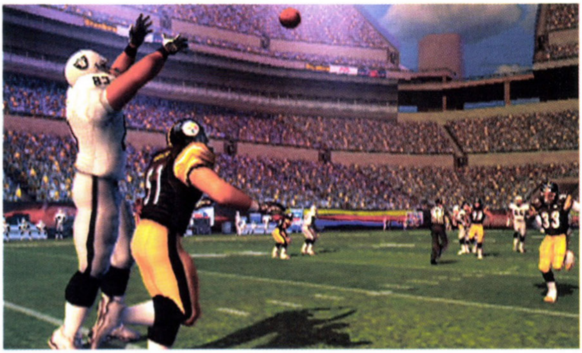
>MADDEN NFL 07

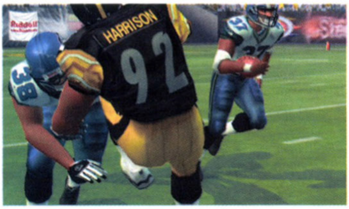
PLATFORM: GCN • PUBLISHER: EA
DEVELOPER: EA • RELEASE: AUGUST 2006

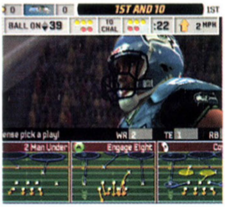
There's been a lot of talk about Madden NFL 07 for the Wii, and rightfully so; but it feels like the GameCube version has gotten lost in the shuffle. Don't sweat it, GCN owners—your game is still on track for an end-of-summer release.

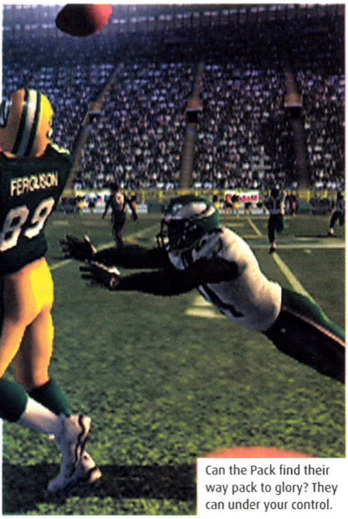
New on-field updates include lead-blocker control—assign your fullback or pulling guard to throw a key block as you control the running back through wide-open holes. This new control scheme is definitely not for Madden novices—it took a while during our first hands-on opportunity before we were able to execute a smart lead block. In addition to blocker control, running backs have styles compatible with their size: Smaller guys dart left and right past their would-be tacklers, while the big boys rumble right over the defenders. Unlike blocker control, this feature made an instant impact—cover man Shaun Alexander was slicing through backfields more realistically than in any previous Madden game. The Quarterback Vision Control feature that was introduced in Madden 06 returns, but with a subtler appearance to produce a more realistic look. The offense isn't the only place that is seeing a facelift—for the first time in Madden history, defensive playbooks will be team-specific. Every defensive formation is customized to get the most out of the teams' most talented defenders.

Several modes have been added and upgraded in this year's version, as well. When we took Hall of Fame mode for a spin, we felt kind of overwhelmed by its depth—your job is to guide a player through his entire career with the hopes of getting him into the NFL Hall of Fame. Not only do you take him through drills and control him in games, but you also must manage his agents, the media, and every other aspect of his public image.
With the exclusive rights to make NFL games, EA could have been tempted to rest on their laurels with this year's gridiron update. But Madden is to EA as Mario is to Nintendo—EA's not willing to settle for anything but the best for their marquee franchise. —CHRIS S.

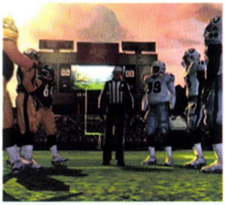


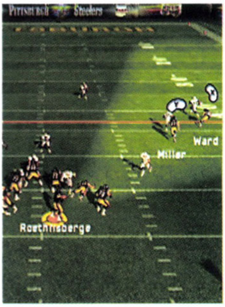






Can the Pack find their way pack to glory? They can under your control.



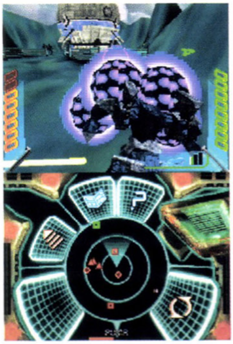


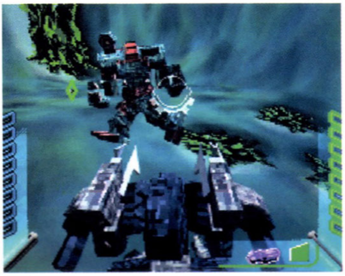
Mech Muscle

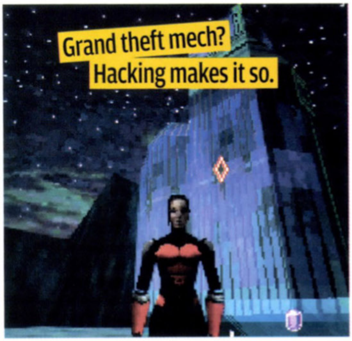
>MECHASSAULT: PHANTOM WAR

PLATFORM: DS • PUBLISHER: MAJESCO
DEVELOPER: BACKBONE • RELEASE: SEPTEMBER 2006

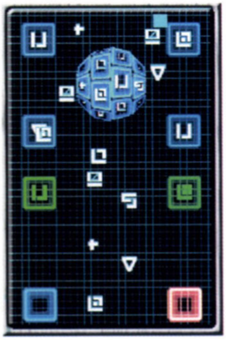
Waging war from a mech cockpit is a killer DS idea, especially when done with a touch-based dashboard and a window on the action. And depending on which of MechAssault's 20-some vehicles you're in, your choice of weapons and defenses will change. When in the burly Uziel, you'll be equipped with the machine gun and short-range missiles, plus a force field that rebuffs energy attacks; inside the sleek Cougar, you'll instead have lasers, long-range javelins, and anti-missile defenses. No matter which mech you're maneuvering, you'll also be able to soar with jump jets—it's fun to blast from the sky on the way down for a close-range attack. If you're tired of a certain kind of mech, you can hop out of the cockpit, run over to another one, and hijack it by succeeding at a minigame. The 24 single-player missions get players used to mech operation, but the real action is in multiplayer sessions—right where MechAssault fans like it—and Phantom War will feature a host of options for up to four players, including free-for-alls and team matches in eight environments. —STEVEN G.

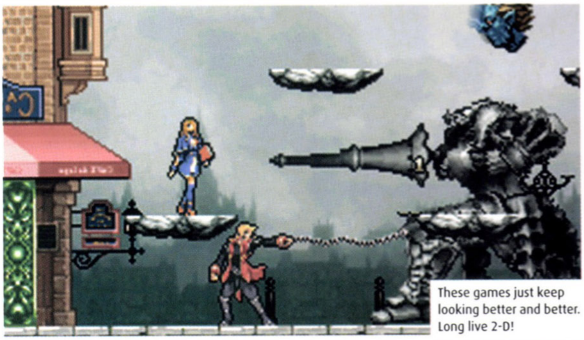




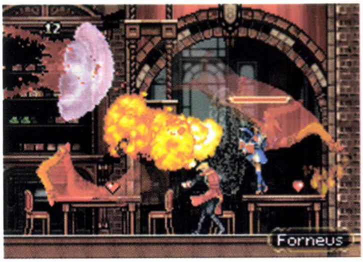


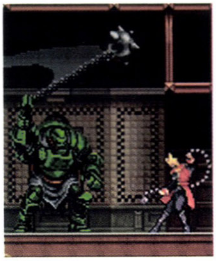
Grand theft mech? Hacking makes it so.





These games just keep looking better and better. Long live 2-D!





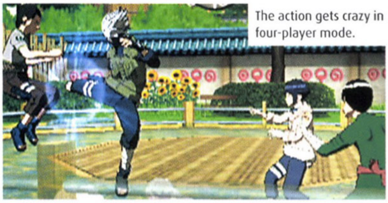
Fresh Blood

>CASTLEVANIA: PORTRAIT OF RUIN

PLATFORM: DS • PUBLISHER: KONAMI
DEVELOPER: KONAMI • RELEASE: FALL 2006

Extended play time with an early version of Konami's latest Castlevania points to another side-scrolling masterpiece in the making. With each subsequent title, producer Koji Igarashi and his team continue to hone their craft; you never expect anything radically new or different from a Castlevania sequel, but you can always count on a finely tuned action-platformer that's a joy to look at (and boy, does the game ever look stunning on the DS Lite) and an even bigger joy to play. From a presentation standpoint, it boasts some of the best sprite work we've ever seen (check out those massive enemies), and composer Michiru Yamane sounds to be once again working her magic with the game's gothic soundtrack. Portrait of Ruin's primary new gameplay mechanics—the ability to switch between its two protagonists on the fly and the option to have the other character fight alongside you—work seamlessly in what we've played so far, and lend the game a different kind of depth from that of Aria of Sorrow and its Tactical Soul system. Whether Portrait of Ruin can ultimately surpass its predecessor (our 2005 DS Game of the Year) remains to be seen, but we're eager to get our hands on the finished version. —STEVE T.

None shall overcome my bowl cut of doom!



The action gets crazy in four-player mode.

Four on the Floor

>NARUTO: CLASH OF NINJA 2

PLATFORM: GCN • PUBLISHER: D3PA/Tomy
DEVELOPER: 8ing • RELEASE: September 2006

D3PA's next GCN Naruto title is not just Clash of Ninja 2. It's Clash of Ninja *times* two. The game that pushes the cartoon-series story past the first-season pummelfest also puts twice as many participants in the arena at once (for a total of four) and more than doubles the total number of fighters (several of which are returning from the previous game). The characters have increased in ability over the course of the Cartoon Network show, and Clash of Ninja 2 reflects those changes by giving its ninjitsu masters new special attacks that send their opponents to the mat tout de suite. During one of Naruto's combination attacks, the ninja splits into multiple fighters, each one throwing himself at the target with conviction.

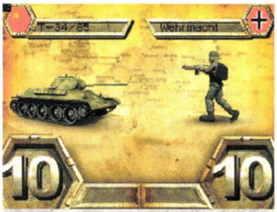
Four-character battles involve any combination of player-controlled and AI-controlled fighters, including a single player versus three AI baddies. Your guy locks onto his opponents, but you can switch targets with the push of a button. Good technique and enemy-dispatching skills will ensure that you're the last ninja standing. —George S.

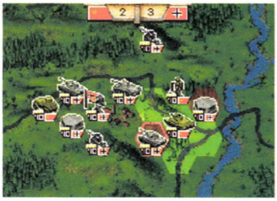
Be Like Ike

>PANZER TACTICS DS

PLATFORM: DS • PUBLISHER: CDV
DEVELOPER: Sproing • RELEASE: Winter 2006

If you feel like climbing out of the FPS trenches and approaching World War II from a "big picture" perspective, CDV (long-time purveyors of turn-based strategy on the PC) will put you in the war room this winter with Panzer Tactics DS. The publisher's first-ever handheld release is shaping up to be a surprisingly robust package for would-be Eisenhowers. The game offers three campaigns set in the European theater, each composed of 12 historically based missions. You'll have at your disposal more than 150 different land, sea, and air units, and spend Prestige Points that you earn during battle to assemble your forces. When formulating your plan of attack, you must take into account elements such as randomly generated weather effects and unit morale, and you can recruit captains to increase a unit's proficiency, or commandos to wreak havoc on the enemy. While you're navigating the hexfield map on the bottom screen, the top screen provides you with intelligence on selected units, terrain effects, and other crucial information. The battle animations look a bit rough at this point, but we have high hopes for the game's Wi-Fi multiplayer modes. —Steve T.





This isn't a Russian soldier. He's actually just in line for toilet paper.

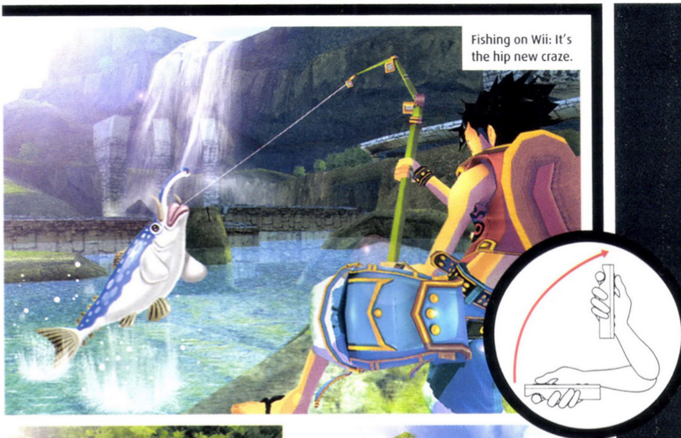
We have uncertain information about Tiger Divisions near the city, so be prepared for a fierce tank battle!

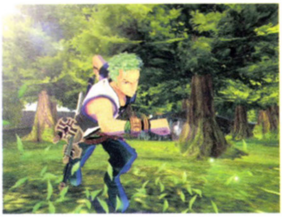
A Pirate's Life For Wii

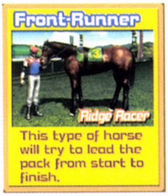
>ONE PIECE: UNLIMITED ADVENTURE

PLATFORM: Wii • PUBLISHER: Namco Bandai
DEVELOPER: Ganbarion • RELEASE: TBD

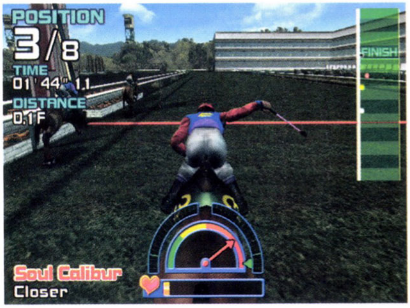
The folks at Namco Bandai haven't revealed a whole lot about One Piece: Unlimited Adventure—they haven't even confirmed that it's coming to North America—but they have announced that the game tells a brand-new story based on the popular anime and manga of the same name. As always, rubber-limbed Luffy and his motley crew of pirates are on a search for legendary treasure, and their journey has taken them to a new land full of peril and mystery. While you move Luffy in a fairly traditional manner (using the nunchuk's analog stick), many of the tools you'll acquire take advantage of Wii's unique controls. By swinging the Wii remote, you can use a pickax to smash rocks (and collect any hidden booty), swing a butterfly net to catch insects, and cast a fishing rod to reel in fish. Perhaps the most interesting item, however, is a magical gem that lets you alter the terrain to reach new areas. What does it all add up to? Hopefully an adventure as vast in scope as the title implies. —Chris H.

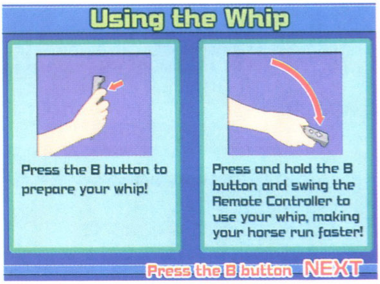

Fishing on Wii: It's the hip new craze.





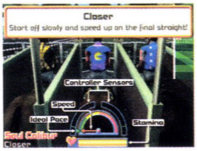
This type of horse will try to lead the pack from start to finish.

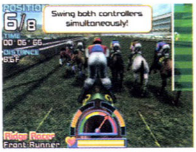



Using the Whip

Press the B button to prepare your whip!

Press and hold the B button and swing the Remote Controller to use your whip, making your horse run faster!


Closer
Start off slowly and speed up on the final straight!

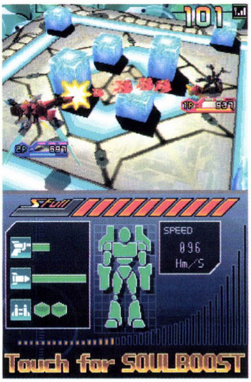

Swing both controllers simultaneously!

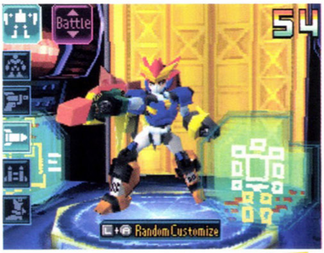
Whip It Good

>FINAL FURLONG

PLATFORM: Wii • PUBLISHER: Namco Bandai
DEVELOPER: Namco Bandai • RELEASE: TBD

Horse racing might not sound like compelling video game subject matter, but thanks to Wii's nearly limitless control possibilities, that stigma is set to vanish in a flurry of hooves and manes. In Namco Bandai's Final Furlong, you don't just control the horse; you re-create the feeling of being a horse-racing jockey by holding the Wii remote in one hand and the nunchuk controller in the other, then rhythmically shaking both up and down to give the feeling of holding onto reins. By shaking either "rein" independently, you can move the horse in the corresponding direction, and you can also whip your steed to make it move faster by holding down the B Button and making a whipping motion. In the early demo we played, the gameplay was quite accessible: the main caveat was maintaining a constant rhythm to stay at the recommended galloping speed, lest you push too hard and deplete your horse's stamina. The final game will include significantly more features, such as using the Wii controller in a variety of ways to care for your horse, as well as a four-player versus mode. Final Furlong hasn't yet been confirmed for a US release, but since the game was shown at this year's E3, the odds are in its favor. —Chris H.





1P
2P 971
HIT

Color coordination not required.

Assembly Required

>CUSTOM ROBO ARENA

PLATFORM: **DS** • PUBLISHER: **NINTENDO**
DEVELOPER: **NOISE** • RELEASE: **FALL 2006**

If building robots and pitting them against each other sounds fun (and it should), then check out Custom Robo Arena. A sequel to 2004's Custom Robo for GameCube, CRA follows suit by offering loads of parts and weapons for nearly limitless robot-building action. The game's single-player campaign takes place in a futuristic city where you can unlock various robot parts (from bodies and legs to guns and bomb launchers), with the end goal of constructing an unbeatable, stylized robot for entry in the game's real-time arena battles. Between the action, players can use the DS touch screen to browse through earned parts and customize their robotic gladiator with ease.

Much like its predecessor, Arena is a multiplayer game at its core. But the DS title has a massive improvement—it can be played over Nintendo Wi-Fi Connection. This feature opens up the world of Custom Robo like never before, allowing one-on-one robot battles across the globe. —ANDY M.

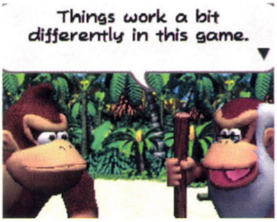
Jungle Gym

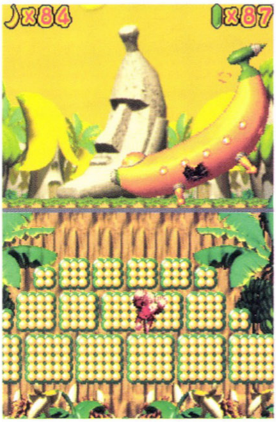
>DK: KING OF SWING DS

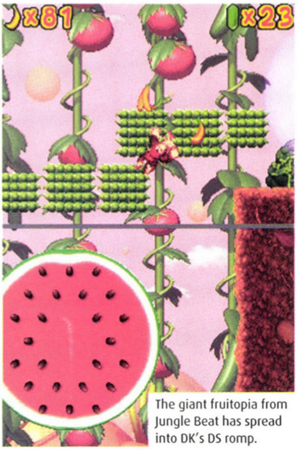
PLATFORM: **DS** • PUBLISHER: **NINTENDO**
DEVELOPER: **PAON** • RELEASE: **TBD**

DS is the Daredevil System. In using two screens as a single superhigh one, developers can put the thrill of the climb and the fear of falling into their games. Sonic Rush was the first to fully exploit such crazy verticality, and why more DS games haven't gone to such extremes is beyond me. But Donkey Kong isn't shying away from such daredevil action; hopefully, he won't develop any nosebleeds in the double-tall sequel to his '05 GBA game, DK: King of Swing.

The DS will stay true to the GBA concept: you'll control DK with the L and R Buttons, which move him left and right if he's on the ground, and activate his left and right grasp if he's in midair, which helps him swing around a world made of pegs. Going through the jungle hand-over-hand and releasing DK's grip midswing was a great way to make you feel like you were flying by the seat of your pants on the GBA. On the DS, it should be an even bigger thrill, since the levels will reach for the skies and plunge deep into chasms. The sequel will also add Diddy Kong as DK's backpacklike buddy who can whirl hammers, launch himself for projectile strikes, and act as a slingshot to send DK soaring across greater distances. —STEVEN G.







The giant fruitopia from Jungle Beat has spread into DK's DS romp.

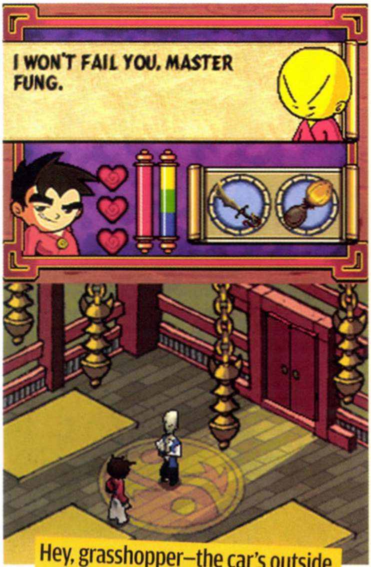
Karate Kids

>XIAOLIN SHOWDOWN

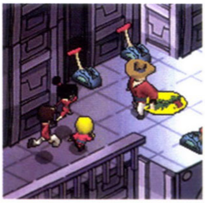
PLATFORM: **DS** • PUBLISHER: **KONAMI**
DEVELOPER: **RAZORBACK** • RELEASE: **NOVEMBER 2006**

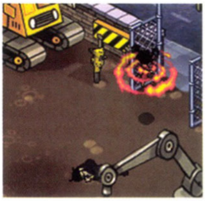
Elemental powers, martial arts, and a wide range of mystical artifacts have given *Xiaolin Showdown* three seasons worth of good-versus-evil combat so far, and that'll lend the DS version of the TV series a wide array of combat options. The brawling adventure allows you to play as any of the four young monks: Xiaolin Temple trainee Omi with his Tornado strike, Japanese hipster Kimiko with her fiery Judollet Flip, Texas cowboy Clay with his Seismic Kick, and acrobatic Brazilian Raimundo with his Typhoon Boom.

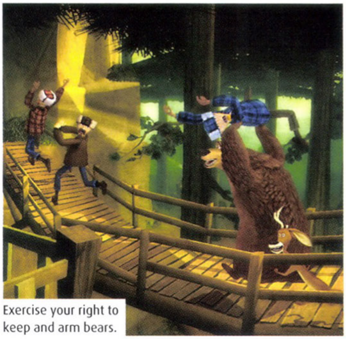
In addition to their unique moves, each can also punch, kick, jump, and pick up and throw objects. The TV show revolves around the search for the Shen Gong Wu artifacts that grant their possessor extra powers; many are in the DS brawler, such as the flaming Star Hanabi, flood-gushing Orb of Tornami, and cyclone-summoning Sword of the Storm. Before you go into a mission, you'll equip two from your inventory (more unlock as you win artifact showdowns). The game can be played either as a solo quest or in co-op mode—which fans of the show's berserk teamwork will appreciate. —STEVEN G.



Hey, grasshopper—the car's outside. Wax on! Wax off!







Exercise your right to keep and arm bears.

Cabela Counterpoint

>OPEN SEASON

PLATFORM: **Wii, GCN, DS, GBA** • PUBLISHER: **UBISOFT**
DEVELOPER: **UBISOFT MONTREAL** • RELEASE: **FALL 2006**

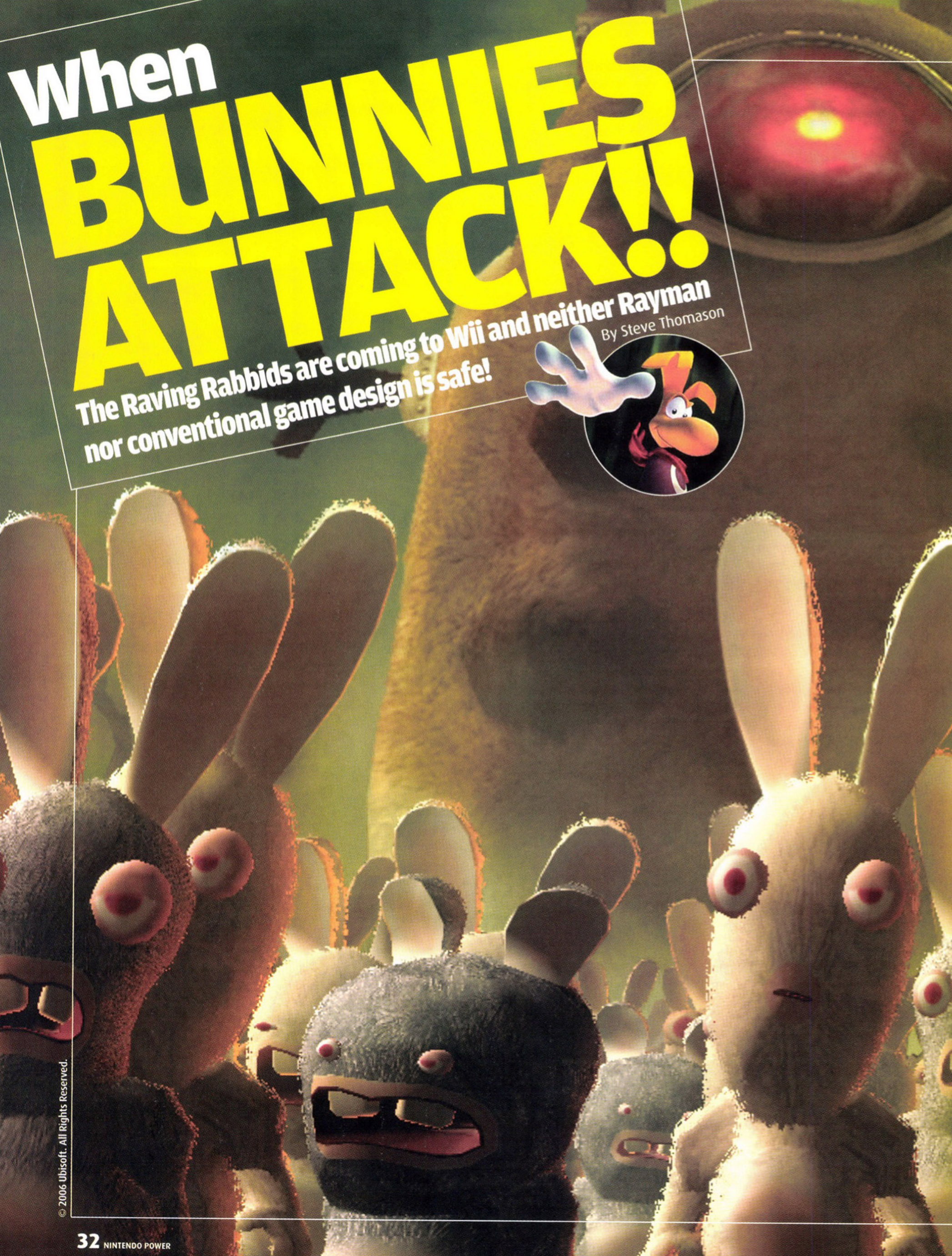
We've seen plenty of hunting games, but none from the perspective of the hunted. Though Open Season is more platformer than shooter, it does follow the story of a pair of animals who attempt to turn the tables on a group of hunters days before the season's start. Inspired by the upcoming Sony Pictures CG movie, the game lets you switch between bear Boog and mule deer Elliot as you fight off the orange-jacketed crowd. To combat 12-gauge shotguns, you have skunk bombs, squirrels that chuck acorns, and even bunnies as ammo, not to mention the ability to pull off pranks that will send the hunters running for their SUVs. The adventure includes a mishap with a giant snowball, a white-water rapids run in a floating outhouse, and a roller-coaster ride through mining tunnels.

The DS version features touch-screen character switches and a minigame that has you blow into the mic to influence the flow of a skunk cloud. Four players can compete in the GCN and Wii versions' minigame competitions. Current-gen version are due out in late September. The Wii version will follow later this fall. —GEORGE S.

When BUNNIES ATTACK!!

The Raving Rabbids are coming to Wii and neither Rayman nor conventional game design is safe!

By Steve Thomason



© 2006 Ubisoft. All Rights Reserved.

> "We believe in the Wii and building gameplay around the controller."
>
> -Michel Ancel, Producer

When Rayman: Raving Rabbids was first announced, we expected a classical platformer across all consoles, with modified controls for the Wii version. And quite honestly, that would have been fine by us. Rayman 2 is one of the greatest 3-D platformers of all time, after all. But as we discovered on a recent trip to Ubisoft's Montpellier studio, the same old, same old wasn't good enough for the development team behind such creative masterpieces as Beyond Good & Evil.

"This project is very special for us because of the Wii console," says producer and Rayman creator Michel Ancel as he prepares to unveil the limbless hero's radical new direction. "We used to make games for multiple platforms, but this one is very special. When we started working on it, we designed everything the same way we did for previous projects. We had the standard controls for Rayman, with the jumping and punching and things like that. But a few months ago, we realized that the Wii version could be refreshing and really innovative. It's so different from the other consoles that we decided to reconsider everything. Even if it could have been a good game, we didn't want to create a traditional platformer. We believe in the Wii and building gameplay around the controller. So now, we're redesigning Raving Rabbids specifically for the Wii. It's not just an adaptation. It's a very special project, because this is really a revolution for us. Now we have to focus on one version—the Wii version." Indeed, the entire 80-person team in Montpellier is dedicated to coming up with new ideas for Rayman's Wii-specific adventure. "The more we heard about the Wii, the more interested we became," recalls studio director Xavier Poix. "Then when we got our development kits, we knew that everything we dreamed of doing on this was possible. That's why we changed our minds. We decided, 'OK, let's just focus on Wii. That's it. The other [versions] can come later.'" So not only are we getting a new Rayman from his original creators, but it's being built specifically (and exclusively) for Wii? Viva la Revolution!

Out of the Rabbid Hole

It all begins with an unexpected invasion from an unlikely enemy—crazed bunnies (called Rabbids) that have lived underground since time immemorial, planning in secret, waiting for the day when they could make their presence known and take over the world. Though not the most cunning of foes, what these maniacal lagomorphs lack in intelligence, they make up for in sheer numbers, an affinity for dance (more on that later), and a blatant disregard for socially acceptable behavior. As a result, their victory is swift; they quickly overrun Rayman's world and enslave its inhabitants, including Rayman himself. "When you start the game, Rayman is a prisoner," reveals Ancel. "The Rabbids don't know anything about him. They don't know that he's a hero." But by participating in various trials for the Rabbids' entertainment, our titular protagonist becomes increasingly popular among his captors. Eventually he realizes that if he can become more famous than even the Rabbids' morbidly obese and sadistic emperor, he may be able to free his people. It's sort of like the movie *Gladiator* if instead of battling fierce warriors, Russell Crowe had to toss cows and avoid getting hit in the face with a plunger.

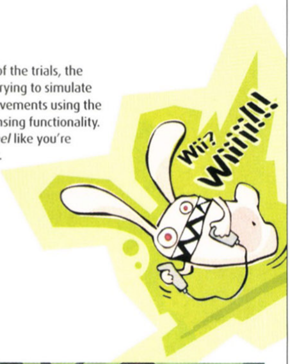
> **"Michel keeps coming up with new ideas. We can't keep them out of his head!"**
>
> **-Xavier Poix, Director**

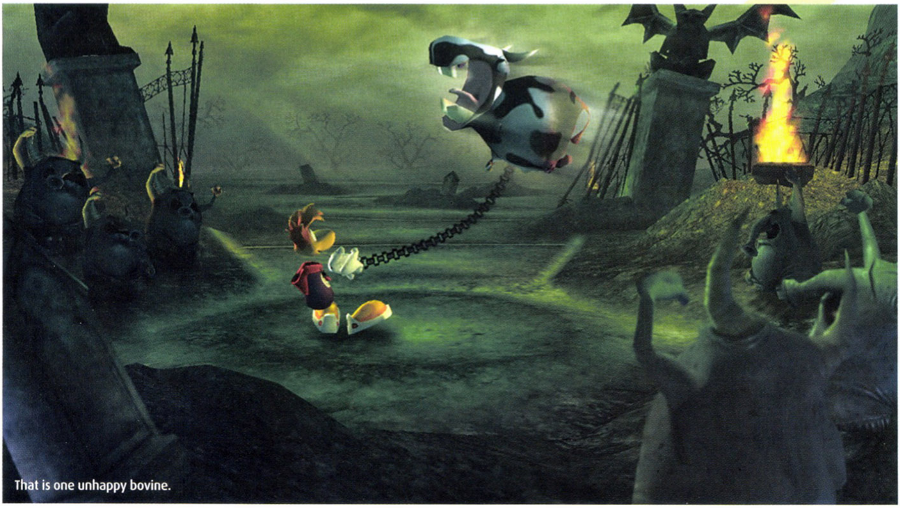
"The main idea is to have a lot of trials for the player, a lot of different types of gameplay," Ancel explains. "We want to, as much as possible, play with what the Wii controller can do. It's interesting to have this structure in the game where you go from one completely different gameplay style to the other. It's really dynamic." Of course, the proof is in the pudding, so Ancel gave us some hands-on time with a few of the trials his team is preparing.

The first saw Rayman racing atop what can only be described as a giant warthog. You steer the animal by tilting the Wii remote left and right, and flick the nunchuck like a whip to pick up speed. Like some of the other Wii games that take advantage of the nunchuk controller, it takes a couple of

With almost all of the trials, the developers are trying to simulate the in-game movements using the Wii's motion-sensing functionality. You'll actually *feel* like you're tossing that cow.

GRATT
GRATT





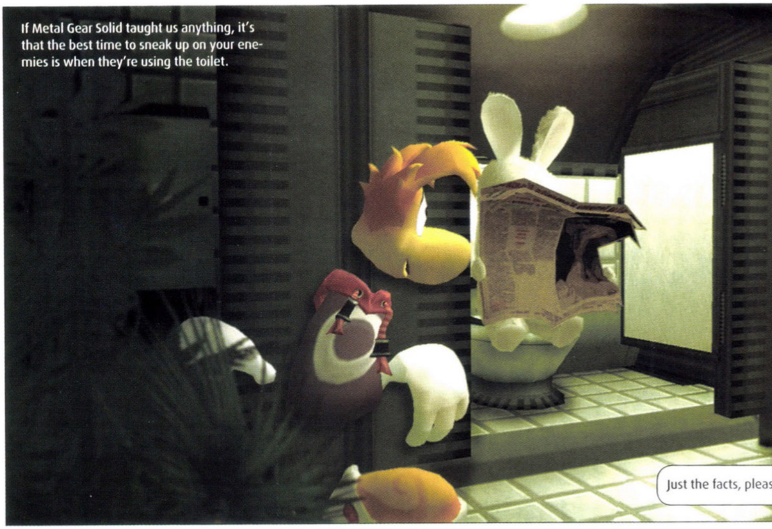
That is one unhappy bovine.

tries to get it down—it's sort of like patting your head and rubbing your belly at the same time. Once you get the hang of it, though, it provides an impressively tactile experience. And though the early track we played was fairly simplistic, Ancel promises that the final version will boast interactive environments with fully destructible obstacles.

Next up was a trial that takes full advantage of the inherent humor in flying cows (see Earthworm Jim). While holding the B trigger, you spin the Wii remote over your head to start swinging an unfortunate bovine attached to a chain. Once you've worked up enough velocity (the cow's panicked moos whizzing by faster and faster), you release the trigger at the proper moment to let her fly. If you manage to keep the heifer in bounds, you'll receive points based on the total distance of your throw. We're officially petitioning for this to be an event in the next summer Olympics.

As if tossing cows weren't weird enough, the next trial proved that Ancel and his team have gone completely off their rockers. Set in a bathroom, the four stall doors gradually swing open to reveal Rabbids, shall we say, "taking care of business." Your job is to point the remote at each door as it opens and pull the trigger to slam it shut before the Rabbid on the other side hurls a plunger at you. It sounds easy enough, until you consider that each Rabbid screams hysterically every time his door opens, making it difficult to concentrate while you fall out of your chair laughing. (In the interest of full disclosure, I must admit to shirking any notion of journalistic integrity when I accepted the team's offer to record my screech for the Rabbid on the far left. I may not win a Peabody, but at least I'll be immortalized on a digital commode.)

As surprisingly satisfying as it is to slam a bathroom door in a bunny's face, some of the trials are, thankfully, much more sophisticated. A case in point is the first-person shooter sequence that Ancel demonstrated for me. Dropped on a desert island (and wearing only a fig leaf for some inexplicable reason), Rayman is pitted against wave after wave of marauding Rabbids while armed with only a plunger gun. ("The plunger is an integral weapon in Rayman: Raving Rabbids," Ancel points out.) This was by far the most impressive trial we saw, thanks to a large, wide-open environment, dozens of Rabbids rappelling from flying saucers and giving chase in all sorts of vehicles, and a sweeping orchestral soundtrack that lent just the right touch of overdramatization to the proceedings. In fact, the entire scene reminded us more than a little bit of a certain immensely popular FPS on the Xbox. And that's not by accident. Ancel and company aren't afraid to spoof various forms of popular culture, no matter

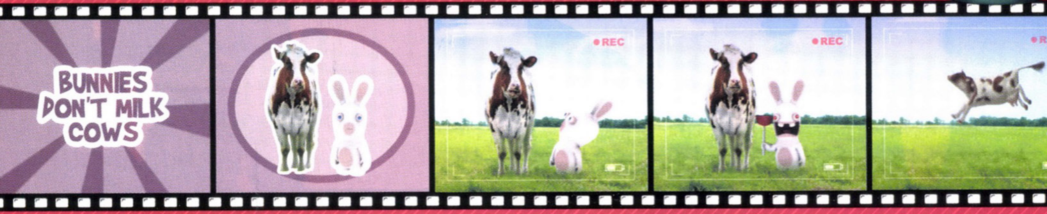


If Metal Gear Solid taught us anything, it's that the best time to sneak up on your enemies is when they're using the toilet.

Just the facts, please.

Bunny Facts

Before setting out to save the world, it's important to know thy enemy. As a public service in the months leading to Raving Rabbids' release, Ancel and his team are issuing a series of brief educational videos showcasing useful scientific facts about the crazed bunnies. You can view the clips (including one made exclusively for Nintendo Power) at Nintendo.com, but be warned: Extended viewing may cause hysterical laughter and/or loss of control over certain bodily functions.



how sacred, as long as it gets a laugh. (The concept art portraying the Rabbid emperor is bound to remind *Star Wars* fans of someone.)

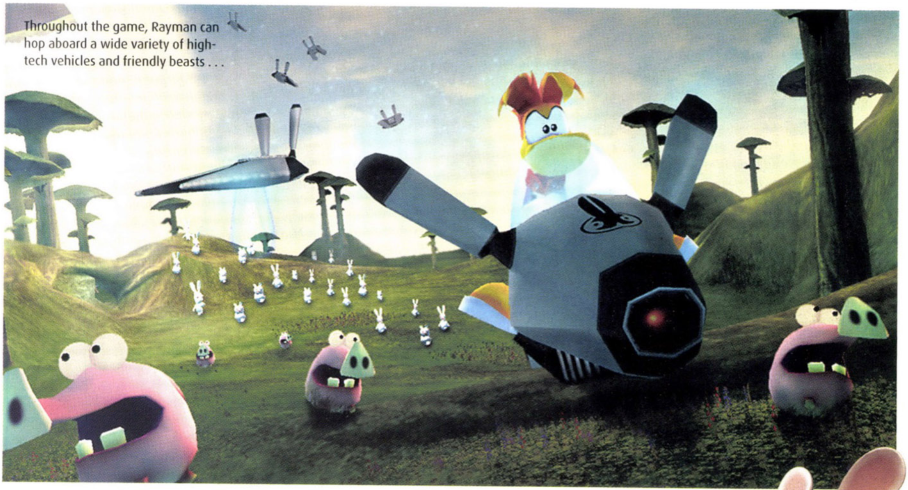
Rounding out the single-player demonstrations were a demonic game of jump rope that has you spinning the Wii remote in a circle to swing the rope and flicking the nunchuk to make Rayman jump, and a footrace that put our forearms through quite a workout by making us alternately flick the remote and nunchuk as quickly as possible (an avid drummer, Ancel easily put my best time to shame while demonstrating that last trial). "So as you can see, because the Wii controller allows us to have all this gameplay, we thought it was too limiting to just create a typical platformer," Rayman's papa explains. "And the team is used to moving from one type of gameplay to another after working on Beyond Good & Evil. That's why we are comfortable making this kind of game. It's really ambitious, in fact, because it's not just very short minigames. Some of these trials could be their own game."

Speaking of which, just because platforming won't be the main attraction in Raving Rabbids doesn't mean it won't have a place in the game. Ancel promises to sprinkle quite a few full-fledged platforming trials throughout the adventure. Rayman will sport his usual repertoire of moves, along with a few new Wii-enabled maneuvers, such as the ability to fling his hand and grab onto objects when you flick the nunchuk (sort of like the grappling hook in Metroid Prime 3). He'll also have an opportunity to hitch a ride on a variety of impressive beasts that are none too pleased with the Rabbids moving in on their turf.

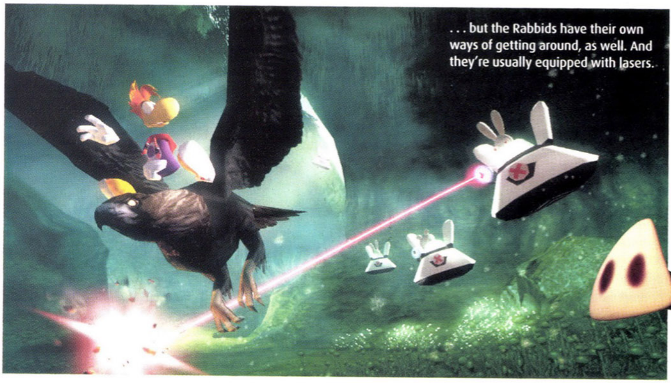
But Rayman's platforming credentials are well-documented. What we didn't know is that he's also a dancing machine. And in Raving Rabbids, he'll finally get the chance to show it off. Above all else, his captors love to get down and boogie, and Rayman can score major popularity points by helping them get their groove on. Whether it be disco or gangsta rap, our hero will don the appropriate threads. It's up to you to bring the moves. "It's a great way to use the Wii controller," Ancel enthuses. "When playing the game, you can use the same kinds of movements that you would when actually dancing." That might not be the best news for the rhythmically challenged among us, but it does add another layer of variety to an incredibly diverse game. When all is said and done, the team expects to have at least 60 trials in the final product. "Michel keeps coming up with new ideas," chuckles Poix. "We can't keep them out of his head!"

Spreading the Lunacy

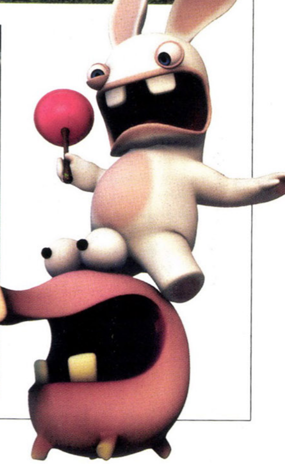
Of course, it'd be a shame if you couldn't share the wacky hijinks with your friends, so many of the trials boast a



Throughout the game, Rayman can hop aboard a wide variety of high-tech vehicles and friendly beasts . . .



. . . but the Rabbids have their own ways of getting around, as well. And they're usually equipped with lasers.



multiplayer component. "It's very important to us to give the game a lot of replay value," says Ancel. "We hope the player can continue having fun with his friends even after he's finished the single-player mode." Some trials have you taking turns passing around a single controller (as Ancel points out, "It's often as much fun to look at someone play as it is to play yourself"), while others allow for up to four players simultaneously. Your humble reporter, who grew up in the great farm state of North Dakota, took on three members of the development team in a cow-milking contest (like plungers, cows seem to have a prominent role in Raving Rabbids). The trial required each player to quickly alternate moving the Wii remote and the nunchuk up and down to simulate tugging on an udder. Tragically, I embarrassed the Peace Garden state by finishing dead last. Despite my shame, Raving Rabbids' potential as an excellent party game was readily apparent.

When asked whether the title will feature Wi-Fi play or any other Wii Connect24 functionality, Poix responded, "We're still waiting for more information from Nintendo. We have some ideas that we definitely want to implement; we're just waiting to hear from them to make sure that we can do it." As his colleague spoke, Ancel flashed the knowing grin of someone who has something very cool planned but can't talk about it yet.

Silly Rabbids

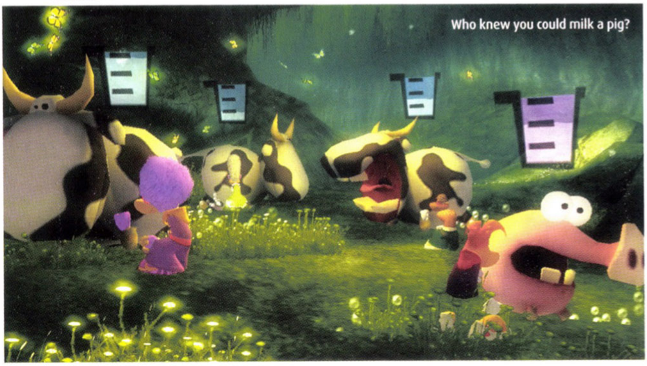
As compelling as all the different forms of gameplay are, it's the bizarre humor that steals the show. Not only are those bunnies pure comic gold, but everything from the sound design to little graphical touches in the background help create a crazed, off-the-hinges atmosphere. What was the team's inspiration for this humorous new direction? "There's been a recent wave of cartoons designed for adults," says Ancel. "I'm not talking about sex and things like that, but the content. It's not the sweet, typically kiddy cartoon characters. This is more in the mold of Adult Swim. It's a

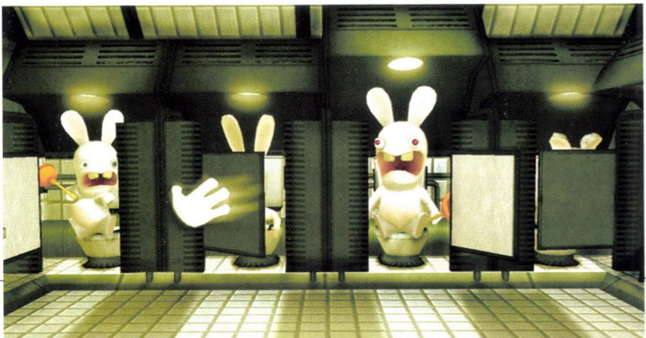
Talking Points

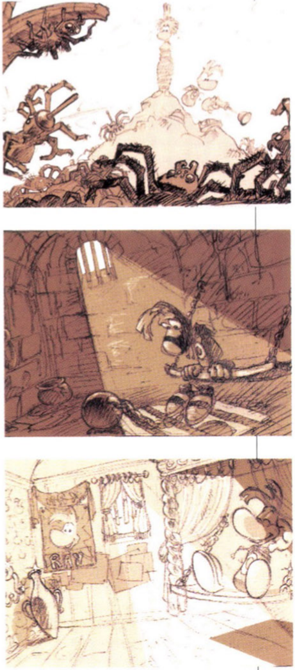
As any dyed-in-the-wool Rayman fan will tell you, the limbless one's third adventure was something of a disappointment. It was missing a lot of the magic that made Rayman 2 so special, due in part to the injection of more "attitude" via big-name Hollywood voice acting. Fortunately, Raving Rabbids marks a return to the charming gibberish spoken by Rayman and friends in his previous adventures. According to Ancel, "I didn't work on Rayman 3, but it was a bit too concrete for my tastes. It was interesting because that team wanted to work in a humorous dimension. In this Rayman, the humor will come from the visuals and the situations rather than voice-overs."

> **"It's often as much fun to look at someone play as it is to play yourself."**
>
> **-Michel Ancel**

I have to Wii.


Who knew you could milk a pig?




As you complete the trials, Rayman's prison cell will become increasingly luxurious. It's also where you'll access the game's many unlockable goodies.

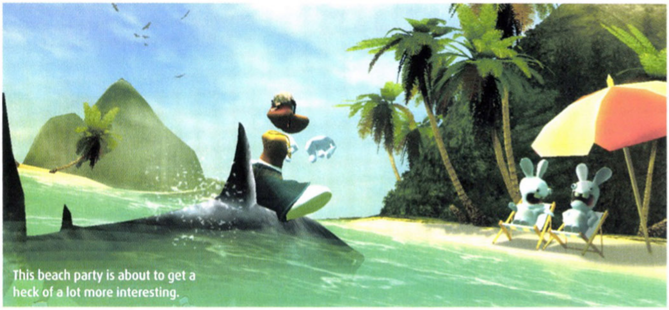
cartoon, but it's bizarre and slightly disturbing. It's like what Tex Avery did; it's funny for the kids and the adults. That's the spirit."

Judging by what we've seen so far, it works. I can't remember the last time I laughed so hard during a demo. Ancel and his team are having a lot of fun making this game, and it shows. "It's a really refreshing environment because we built this world and we created the character," says the producer. "So we can create more. It's our property. We can really imagine new characters and stories for this world. The freedom of creativity on Rayman is really important. That's why you have these crazy Rabbids and this wacky story. It's only possible with the Rayman series."

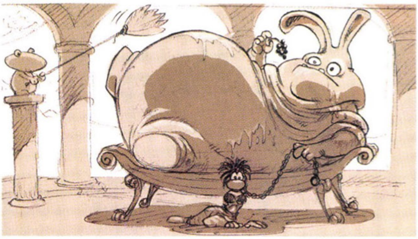
> **"The number of polygons does not make you laugh or cry."**
>
> **-Michel Ancel**

Powered by Imagination

We applaud Ancel and his team for taking this bold new approach, and hope that more Wii developers follow in their footsteps. But has the move to Wii-exclusive development presented any limitations? "We haven't had many problems because the controller has so many possibilities," says Ancel. "You can't do anything, but you can do so much that we would need a lifetime to exhaust all of the possibilities. That's enough. In terms of visuals, if it's fluid, if you can understand the picture, that's enough. The number of polygons does not make you laugh or cry. We did a lot of good-looking games on this generation of graphic processors. The Wii hardware is more powerful than those, so that's good enough for us. We're using our energy on gameplay and new ideas more than on shaders and things like that." As you can see from the screenshots, the game looks stunning nonetheless. It's even more impressive in motion, with beautiful lighting effects, smooth animations, and all kinds of little flourishes that really help the world come alive. As Poix points out, "When it comes to graphics, we're more focused on the artistic side. You know, when you see the last generation of games on GameCube—Resident Evil 4, for instance—it's beautiful. When you look at what they're doing on Xbox 360, they have many great-looking games, but usually it's more focused on the number of polygons than on the real artistic side. And we here focus on the artistic side. We like it." But in the end, the discussion always steers back toward gameplay. "It's more about creativity," stresses Ancel. "The hardware capabilities aren't a limitation. It's more a question of coming up with new ideas than worrying about technical specifications. With the Wii, it's all about having fun."



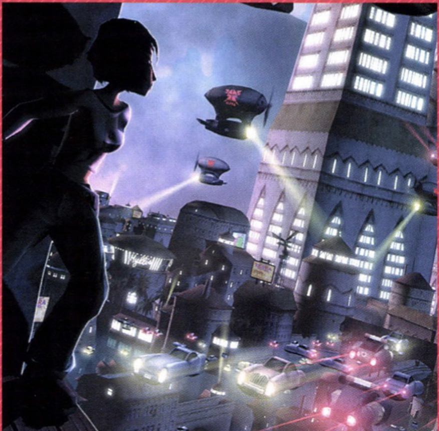
This beach party is about to get a heck of a lot more interesting.

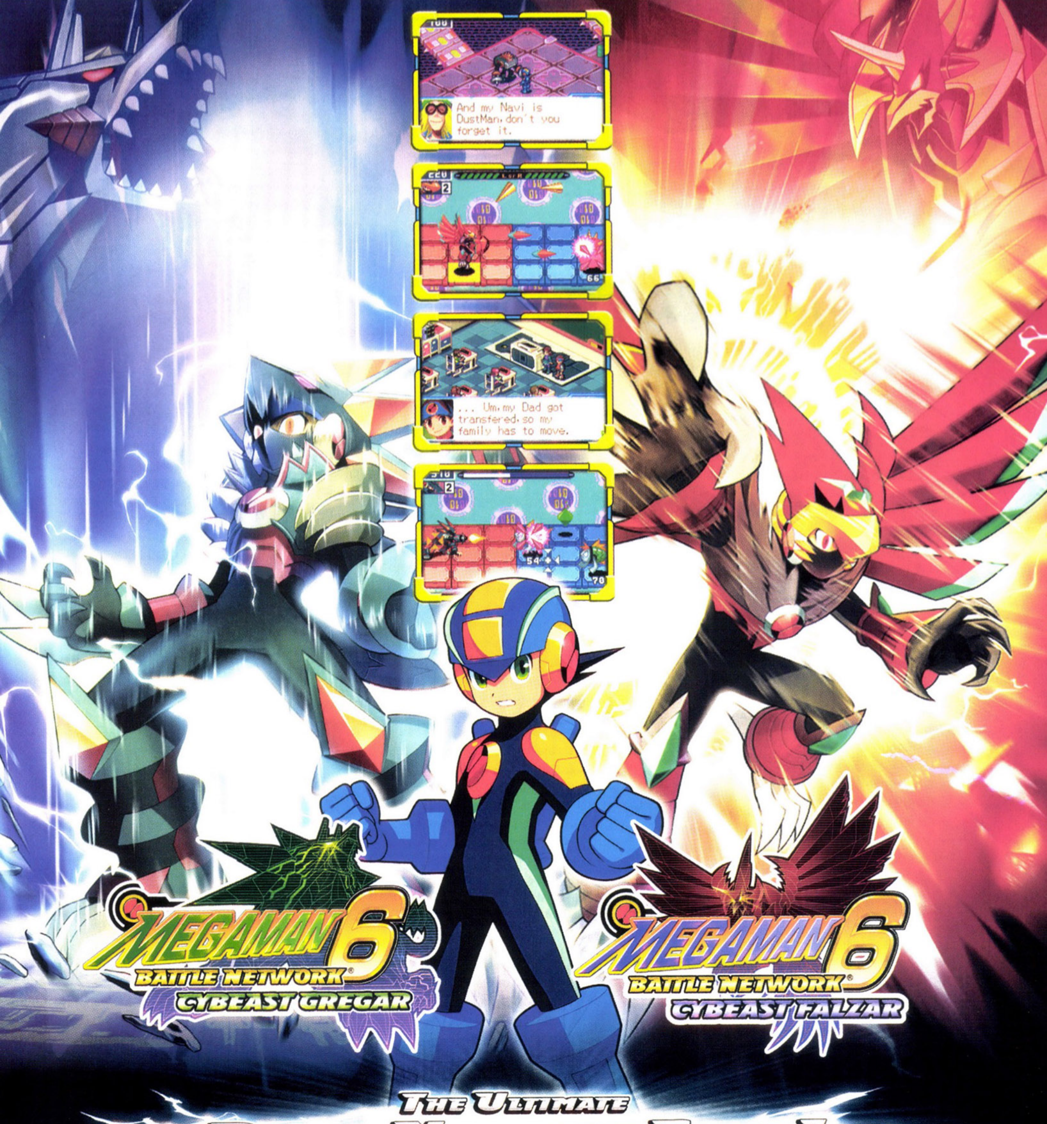


The Rabbid emperor is a not a pleasant individual.

Beyond the Beyond

Of course, anyone working for a video game publication is required by international law to inquire about a sequel to **Beyond Good & Evil** when interviewing Michel Ancel. "We've already released it! Haven't you played it yet?" the producer jokes cruelly before answering, "I think it's still in the hearts of everyone here. There are no plans at the moment, but it's out there somewhere. Who knows? It could be our next project. We just don't know yet."




MEGAMAN 6
BATTLE NETWORK
CYBEAST GREGAR
MEGAMAN 6
BATTLE NETWORK
CYBEAST FALZAR
THE ULTIMATE
BATTLE NETWORK CLASH!

And my Navi is DustMan, don't you forget it.

... Um, my Dad got transfered, so my family has to move.

Two ancient creatures, Gregar and Falzar, with unimaginable power have been awakened and unleashed on the Internet. In a fantastic climax to the Battle Network series, can you intervene in time to stop them?

EVERYONE
E
Cartoon Violence
ESRB CONTENT RATING www.esrb.org

GAME BOY ADVANCE

www.capcom.com/megaman

CAPCOM

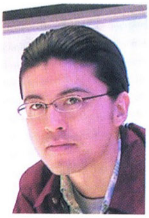
©CAPCOM CO., LTD. 2005 ALL RIGHTS RESERVED. MEGA MAN BATTLE NETWORK, CAPCOM, and the CAPCOM LOGO are registered trademarks of CAPCOM CO., LTD. ™, ® and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo.The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

INSIDE ZELDA

NINTENDO POWER'S MONTHLY CHECK-IN FROM THE ZELDA DEVELOPMENT TEAM.

(*Part 15*)

STAYING ON COURSE

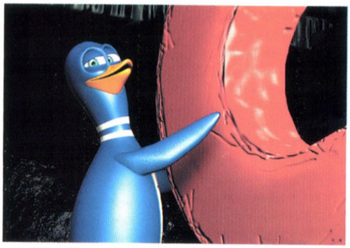


DAIJI IMAI | **NINTENDO** | **KYOTO**

As you may have read in last month's Electronic Entertainment Expo coverage, The Legend of Zelda: Twilight Princess is headed to both Wii and GameCube, and it's arriving in time for Wii's launch. The man responsible for making sure the hugely anticipated game makes its ship date is Daiji Imai, who not only is one of the game's directors, but also has the critical (although low-profile) position of production schedule manager. While visiting Los Angeles for E3 2006, Imai took the time to chat with Nintendo Power about how he's keeping Twilight Princess's development on track, and how he anticipates the game will deliver new experiences on Wii.

A Graphic Approach

Ever since my college days, I've enjoyed creating CG (computer-generated) graphics. Originally, I wanted to have a career in CG when I graduated. This year's E3 is actually my second time visiting Los Angeles. The first time was in 1999, when I was here for the SIGGRAPH (Special Interest Group on Graphics and Interactive Techniques) convention, where I was recognized for my CG work *Iron Bowl*.



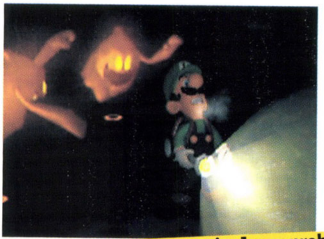
Is it a penguin or a bowling pin? Whatever you want to call it, it was featured in Imai's CG project *Iron Bowl*. Before he became a game developer, Imai was a CG graphic artist.

When my graduation was approaching, I tried to get a job creating CG for one of the biggest animation studios in Japan—they even called me in for an interview—but unfortunately, I didn't get the job. However, I was able to find an opening at a game development studio, which is where my career in video games got started. I stayed with that developer for several years before I took a job with Nintendo. To get more familiar with Nintendo's products, right after they hired me, I decided to play through The Legend of Zelda: Ocarina of Time as fast as I could! Even though Nintendo is all about fun and games, it's still a professional work environment; it took me a while to get accustomed to regularly coming in at 8:45 in the morning!

The Iron Chefs of Gaming

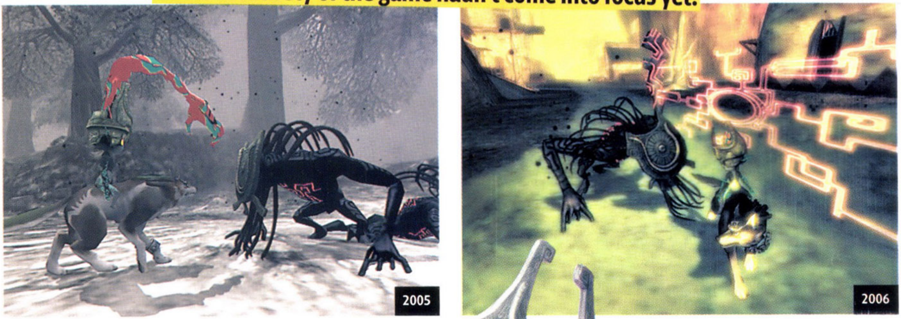
My first duty at Nintendo was to create the special effects for Luigi's Mansion on Nintendo GameCube. If you've played it, you probably remember how the beam of the flashlight would shine through the dust in the air. That was the first time I developed a GameCube game, and I was really impressed that the hardware was able to create those kinds of effects. I had developed games for other systems, and they just weren't capable of creating effects like that.

Outside game developers view Nintendo as the number-one gaming company in the world. Before I got here, I imagined that it was like *Iron Chef*—that Nintendo had all these master creators feverishly at work! And after I



If you've played [Luigi's Mansion], you probably remember how the beam of the flashlight would shine through the dust in the air.

At this time last year, we were still discarding ideas and thinking up new ones, and the entirety of the game hadn't come into focus yet.



The twilight realm's ashen, black-and-white appearance has evolved into a more dramatic, oversaturated look, as evidenced by the most recent screenshots.

started working here, I discovered that's really what it's like [laughs]. We have a great chain of command, and they don't settle for anything but the best. After I worked on Luigi's Mansion, I designed graphics for Pikmin, and then I got to direct Mario Kart: Double Dash!! I also helped out a bit with The Legend of Zelda: Four Swords Adventures.

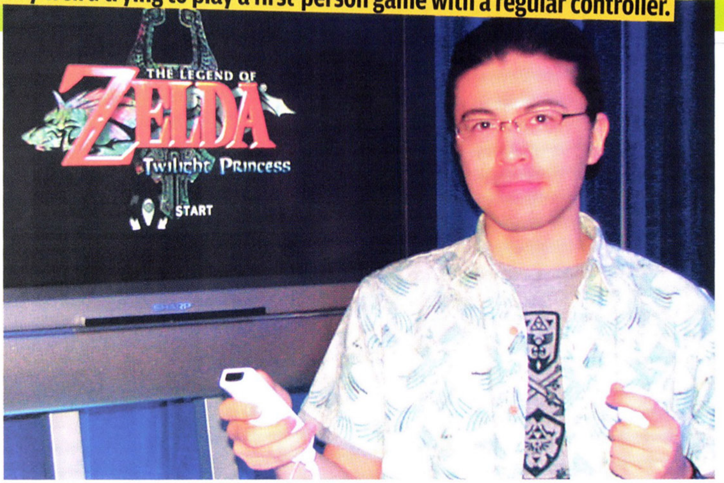
Time Trials

As far as Twilight Princess's development goes, I think we've got the big picture all sorted out. Now we're just fine-tuning the details. At this time last year, we were still discarding ideas and thinking up new ones, and the entirety of the game hadn't come into focus yet. I think when Makoto Miyanaga (see Inside Zelda part 12, Vol. 203) joined the team, he changed our development process significantly. He brought in a new system. In general, our creators are reluctant to share an idea until it's reached a certain level of completion. They don't like other people closely scrutinizing their ideas before they're fully formed. The problem with that development method is that sometimes other team members end up opposing an idea after it's progressed a long way; if we end up removing or drastically changing the concept, then we've wasted a lot of time and effort. Mr. Miyanaga created a system where staff members share their ideas with the rest of the development team while they're still in the early planning stages, and this has really helped improve our efficiency and let us look at the broader scope of the game.

I was a director on Twilight Princess originally; I was mainly in charge of planning the field. But recently I got the job of managing the game's progress and keeping everything on schedule. I don't want to be an unreasonable slave driver, but I do need to assign a timetable for each part of the dev team, so we can all understand where our tasks fall within the entire development schedule and how each part affects the others. By nature, a game like Zelda has an enormous amount of content, and we often have more ideas for it than we know what to do with. It'd be ideal if the creators were always able to use their own judgment to figure out which ideas to keep and which ones to throw away, but if I don't schedule time for the team to interact and discuss which concepts are best, the game won't be the best it can be. I

Prior to working on Twilight Princess, Imai contributed to Four Swords Adventures on GCN.

I can tell you this much: After I got used to the Wii controller, it was really weird trying to play a first-person game with a regular controller.



think my philosophy of schedule management will help us figure out what aspects of development we need to concentrate on the most. Even though I haven't been managing the schedule very long, the staff has been very cooperative so far. Of course, game development is still my primary interest, but I think this is a good experience for me. I think it'll help me be more efficient and still make games that are interesting.

Natural Selection

Even though the master plan for Twilight Princess is in place, we're still figuring out how to best use Wii's capabilities. There's still a lot of work to do, and fans' expectations are very high. I don't think we should make things too complex, though. We have to be careful when it comes to Wii controls. When I saw people at E3 playing the Twilight Princess fishing demo, I noticed something interesting: Everybody who played it made a reeling motion with their hand, even though it isn't necessary to play the game that way. I think it's important that the game controls realistically and intuitively—that the reel feels like a reel—because that's what feels natural to players. Since I was supervising the Zelda demo area, I only got to see a few other games at E3, but I can tell you this much: After I got used to the Wii controller, it was really weird trying to play a first-person game with a regular controller. As important as the Wii version of Twilight Princess is, though, I still think the GameCube version is important too—not everyone can afford to buy whatever they want.

Right now, I'm pretty much devoted to Twilight Princess full time. I haven't even had time to think about what I'd like to do when we're finally done! I do enjoy scuba diving, and so do some of the other people on the development team. We've discussed going diving together once the game is finished and we have some time to relax.

While I've been in L.A., I've had a chance to go to a local game retailer and do a little investigation, so to speak. I actually asked one clerk what he thought about Twilight Princess. He said that because it has been delayed a few times, his customers had said he lied about the release date [laughs]! So far, we have only revealed a handful of things about the latest Zelda—the village, the forest, the dungeon—but there are many other things waiting for you in the final game. I think Twilight Princess might be different from players' estimations, but I guarantee that it will exceed their expectations. You can count on it!

In his scarce free time, Imai enjoys putting on his diving gear and visiting with the sealife. As far as we know, Link won't be catching any fish with his mouth in Twilight Princess.

"...crazy anime-style cutscenes...[make] this game a must for robo-maniacs everywhere."
—Newtype USA

Super Robot Taisen™
Original Generation

EXCELLEN: Come, come.
I'm doing it, right?

Detailed combat system, with support techniques and weapon swapping!

LUNE: This will end you!

Rack up kills and improve skills to transform rookie pilots into aces!

ELZAM: Now, choose between life and death...
whichever you like!

2 story arcs, dozens of customizable mecha and 50+ hours of strategy RPG goodness!

ONLY FOR
GAME BOY ADVANCE®
Super Robot Taisen
Original Generation
TEEN
T
ESRB
ATLUS
WWW.ATLUS.COM

TEEN
T
CONTENT RATED BY ESRB

Alcohol Reference
Language
Mild Fantasy Violence
Suggestive Themes

GAME BOY ADVANCE

ATLUS®
WWW.ATLUS.COM

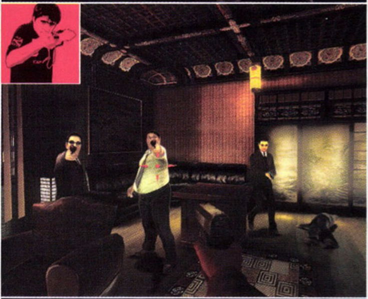
©BANPRESTO 2006 All rights reserved. Published and distributed by Atlus USA under license from BANPRESTO CO., LTD. SUPER ROBOT TAISEN is a trademark of BANPRESTO CO., LTD. and is used under license. ™, ® and Game Boy Advance are trademarks of Nintendo. ©2001 Nintendo. The rating icons are trademarks of the Entertainment Software Association.

LIFE on the EDGE

Red Steel will take you somewhere you've never been before: to the heart of the Tokyo underground.

By Chris Shepperd

©2006 Ubisoft Entertainment. All Rights Reserved.



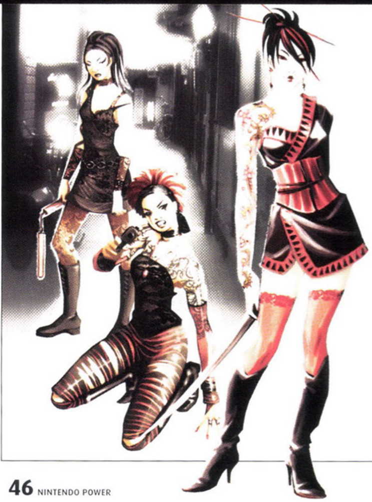
Among the many elements of Japanese culture that mystify Westerners, the organized-crime world of the yakuza may be the most mysterious. Steeped in secrecy and tradition, the yakuza is similar to the mafia in the United States. By buying protection and influence, they are able to have an illicit part in virtually every aspect of Japanese business and industry. And, like Americans view the mafia, many Japanese people maintain a romanticized view of the yakuza despite their criminal practices.

In Red Steel, you will have the opportunity to delve into this dark world and see its extraordinary ways for yourself. And while you are on their turf, you will have to live by the rules and ethics of the yakuza. You are a gaijin, a foreigner—you have left your world behind, and you must adapt to the new world around you.

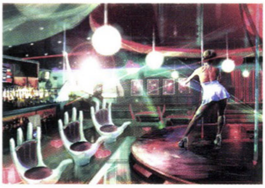
Red Steel is the product of a highly skilled development team assembled specifically for this title. Veteran game designers from around the world were selected for the project—Ubisoft understood the challenges of designing a brand-new game around the Wii controller, and wanted experienced people on the team. During development, the designers became very well versed in the look and feel of Tokyo, but they restricted their own firsthand experiences to maintain the sensation of being an outsider in a foreign land, as well as to preserve a nostalgic view of Japan. However, by reading countless books and essays and poring over thousands of photos, they were able to capture the life and environment of the yakuza in their own way.

CRIMINAL INTENT

You play a young American man engaged to marry Miyu, the daughter of Isao Sato, a powerful yakuza leader. He is an Oyabun, the yakuza equivalent of a mafia godfather, and believes in the deep and solemn traditions of the yakuza. Sato carries a beautiful sword—the Katana-Giri is a sign of his great power and leadership, and the respect he commands from within the organization. Recent opportunities have led him to consider legitimizing his business dealings, and he is in the midst of doing so. But many younger Oyabun within the yakuza disagree with his plans—lawful dealings may spare lives, but his adversaries contend they are hardly the fastest way toward prosperity. Torn between the traditions of their past and the need to modernize, the yakuza are at odds as to how they can



SHIBUYA GIRLS



Located in Tokyo's Shibuya district, the mysterious geishas brought class and sophistication to their rather unsavory trade. But Miyu's kidnapping and Sato's assassination sparked a power vacuum within the tight-knit community. In a rush to claim control, Tokai deftly sent his mistress, Mama-san, to corral all the young women. Favoring fast money over the geisha's traditional code of honor, Mama-san quickly modernized the Shibuya girls' look and attitude—their slinky, alluring attire conceals their taste for blood.

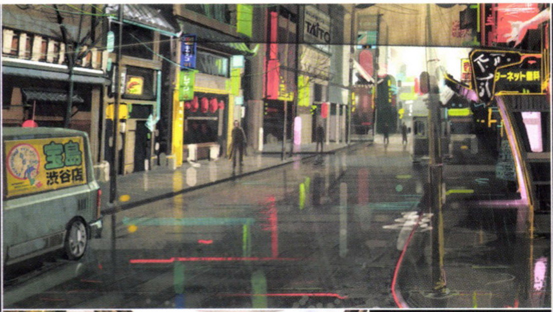
Mother Reiko, one of the old-school leaders of the geishas, seeks your help in freeing them from Mama-san's control. You must join forces with her to restore order to the streets of Shibuya.

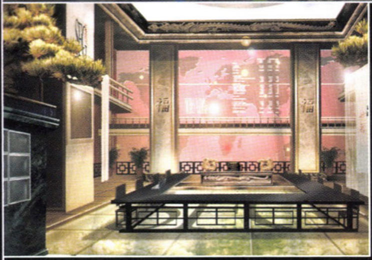
continue to be influential.

Sato's reach remains extensive, but so does that of his rivals—while he's dining with Miyu and you at a restaurant in Los Angeles, thugs from a hostile yakuza clan ambush Sato in an attempt to steal his sword. In the skirmish, Sato is fatally wounded and his daughter is kidnapped; with his dying breath, Sato gives you the sword and pleads with you to go to Japan and save his daughter.

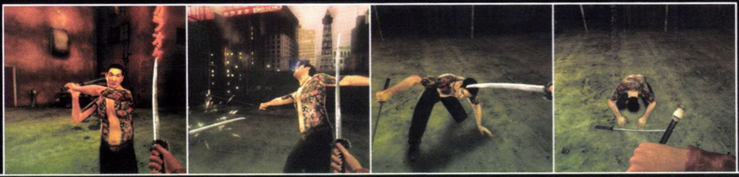
The man behind the attack is an Oyabun named Tokai. Tokai represents the very opposite of Sato: He is ruthless, and sees illegal activity as the only way to gain true power. Tokai seeks to bypass the tradition and restraint of the yakuza to gain his wealth and influence, but knows that without a symbol of his greatness, he will not be taken seriously. To prove his ambition and strength, he will stop at nothing to get the ultimate icon of power: the Katana-Giri.

Tokai and Sato are not the only Oyabun in Tokyo, but they are the most influential by far. And now that Sato is out of the picture, Tokai is looking to consolidate his power by maneuvering to control the six other major yakuza clans. The clans are divided among their professions: the Financial clan, for instance, holds sway over the major banks, and the Game Fight clan watches over the legal and not-so-legal entertainment industry. Every clan has its own





Red Steel emphasizes that from back alley to boardroom, the yakuza have permeated every level of Japanese society.

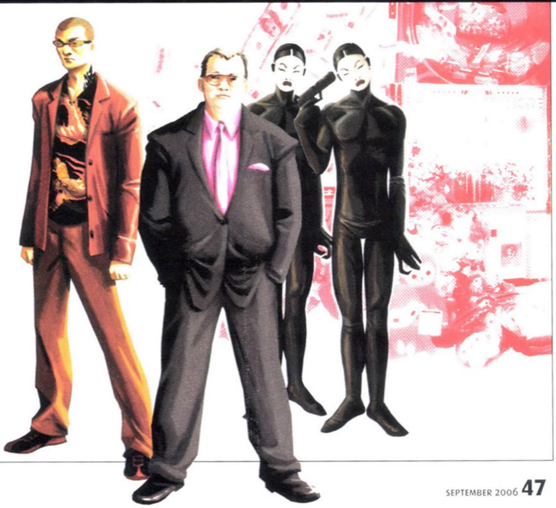


Part of your weapons training includes knowing when to finish the job and knowing when to show mercy.

GAME FIGHT CLAN

The world of illicit gaming is a lucrative business in the Tokyo underworld, and the yakuza have very deep roots in the industry. The Game Fight clan sets up the games, finds the players, and makes sure everyone pays up, all while keeping the police (at least the ones not on the yakuza payroll) off their back. And as a result, they've gotta be tough.

Although the Game Fight clan is as dangerous as the rest of the clans, you will rarely need to draw your weapon against its members. Instead, you'll have to earn their trust by running a gauntlet of challenges in specially designed arenas. The odds are stacked against you, but failure is not an option—you need all the help you can get to defeat Tokai.



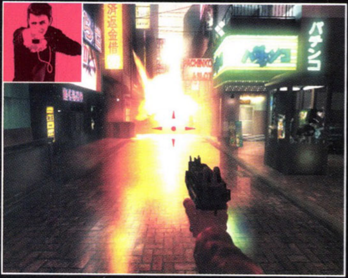
identity, including distinct dress and weaponry. As you confront each group, you will learn its methods and gain knowledge of the yakuza. You must convince the clans' leaders to unite against Tokai. If you succeed, not only will you have avenged Sato's death and your fiancée's kidnapping, but your training and understanding will earn you the status of a modern-day samurai.

BROTHERS IN ARMS

As a Westerner in Japan, you'll face many challenges—between the myriad cultural barriers and the secretive yakuza underworld, you won't exactly be greeted with open arms. Fortunately, a few friends will help you along the way. Your first contact in Japan is Otori, a martial-arts trainer who was once a member of the yakuza. He is also a master of the samurai sword, and in his dojo he will teach you the ways of your new weapon. However, he will not join you in battle—he knows your intentions, and his loyalty to his former employers remains strong.

You will also meet Harry Tanner, an American nightclub owner in the heart of yakuza territory. Harry has lived in Japan long enough to respect its history, but he believes that when it comes to weapons, the newer the better. He'll instruct you in modern firearms in his private shooting range, and help connect you to the yakuza bosses that frequent his joint. Tanner is himself a victim of Tokai's move to consolidate the yakuza, and the Oyabun trust him as one of their own.

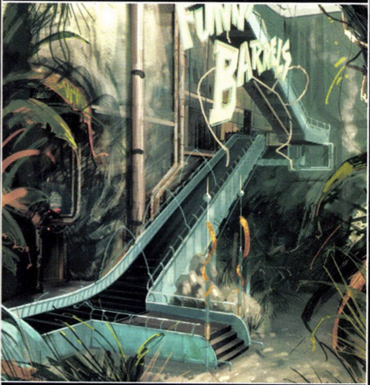
Like the yakuza, Red Steel holds many seductive secrets. Follow along in the coming months as we learn much more about the yakuza clans and their deadly ways.



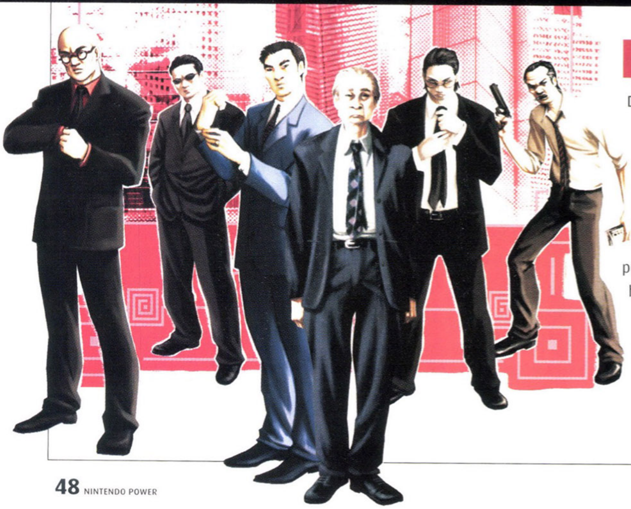
When the traditional sword won't get the job done, pick up some modern hardware and go to town.

島田歯科
コンタクトレンズ

Over 7,000 photos of Tokyo were taken during development to create the realistic scenery in Red Steel.



In addition to pachinko parlors and other gaming venues, the Game Fight clan also operates a jungle-themed amusement park.



FINANCIAL CLAN

Despite the enormous power that Kenzo wields as the boss of the large Shiba Financial Group bank and as a prominent member within the yakuza network, his paranoia and cowardice leave him and his salaryman cohorts prey to Tokai's influence. Recognizing the incredible leverage a person like Kenzo has, Tokai will put every obstacle he can between you and the bank executive. You'll need to infiltrate Kenzo's office and convince him to align with you to thwart Tokai's attempts at gaining control.

The ultimate collection of mini shooting games!
Dr. B
Point Blank®
DS

Test your hand eye coordination as you tap the screen furiously to accomplish your goals! Use the stylus as your shooting instrument in four difficulty levels in over 40 different stages!

SHOOT AT LEAST 16 CRIMINALS.
Shot Limit
Infinite
Time Limit
25
Sec
OT AT LEAST 30 BIRDS.
Shot Limit
Infinite
Time Limit
20
Sec
HIT!
14

5 DIFFERENT MODES!

- **ARCADE:** Play through four different levels of difficulty
- **WIRELESS VS:** Challenge your friends with only one Game Card
- **FREEPLAY:** Select any stage at any time
- **BRAIN MASSAGE:** Play while the game analyzes your abilities and gives feedback
- **CLASSIC COIN-OP GAMES:** New stages adapted from Namco's classic coin-op arcade series

EVERYONE 10+ E 10+ CONTENT RATED BY ESRB

Violence

NINTENDO DS™

BANDAI NAMCO Games™

POINT BLANK® DS &© 1994-2006 NAMCO BANDAI Games Inc. Licensed by Nintendo. Nintendo and Nintendo DS are trademarks of Nintendo. © 2001 Nintendo. The ratings icon is a trademark of the Entertainment Software Association. All other trademarks belong to their respective owners.

MYSTERY Meet

What's happened?!? You've become a Pokémon! And you can talk! And where did all the Trainers go? Pokémon Mystery Dungeon has all the answers!

By Chris Shepperd

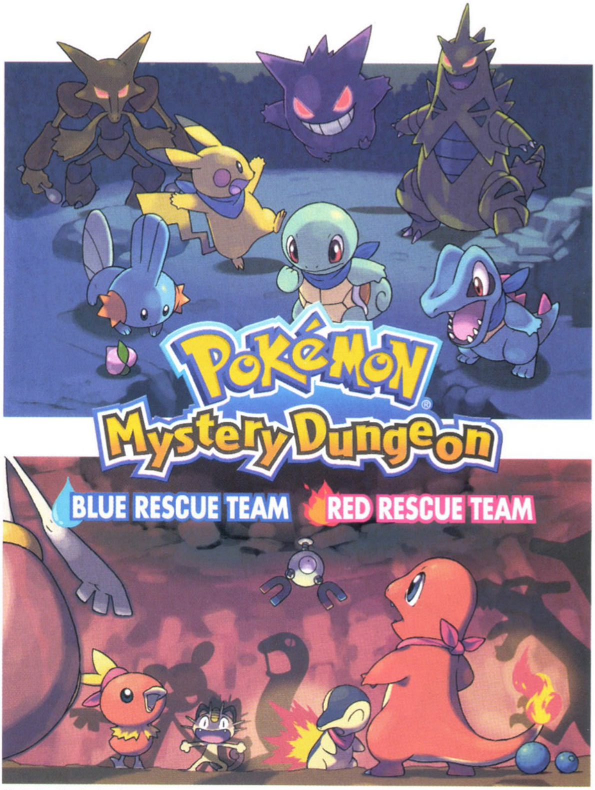
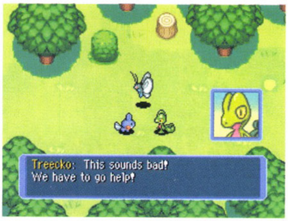


Illustration: Ken Sugimori

Pokémon Mystery Dungeon: ©2006 Pokémon. ©1995-2006 Nintendo/Creatures Inc./GAME FREAK inc. ©1993-2006 CHUNSOFT.

Welcome to a whole new Pokémon game, where you get to live the Pokémon life. Pokémon Mystery Dungeon looks to bring out the rich and complex personalities in Pokémon—they can be happy, sad, curious, spirited, and afraid just like humans. And for the first time in a Pokémon adventure game, the Pokémon can all speak (although Wobbuffet seems curiously tongue-tied). Because Pokémon have such strong natures, figuring out what kind of Pokémon you'll become is more than just choosing from a list; your own characteristics will come into play. Before you begin a new game, you answer a series of questions about yourself, such as "Do you tend to laugh a lot?" and "There is an alien invasion! What do you do?" When you're finished with the questionnaire, Pokémon Mystery Dungeon will figure out which Pokémon has the same characteristics as you. For example, after I'd answered all the questions, the game deemed me a calm type of person, and said the Pokémon that best suited me was Mudkip. I've always felt like I was a lot like Mudkip, so that worked out great.



Treecko: This sounds bad!
We have to go help!

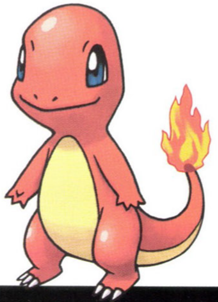
Who are you now?

There are 16 different Pokémon that you can be, depending on how you respond to the questions. Most of the Pokémon are well-known starter Pokémon from previous Pokémon games.

Sporting a New Look

As soon as you establish your Pokémon identity, you awake abruptly in the middle of an unfamiliar forest, disoriented by your surroundings and your new form. As you come to, you realize that another Pokémon is to blame for yanking you out of your slumber. Your mind is full of questions: Where am I? What has caused this unbelievable change? You must look for clues and follow your heart to solve the mystery.

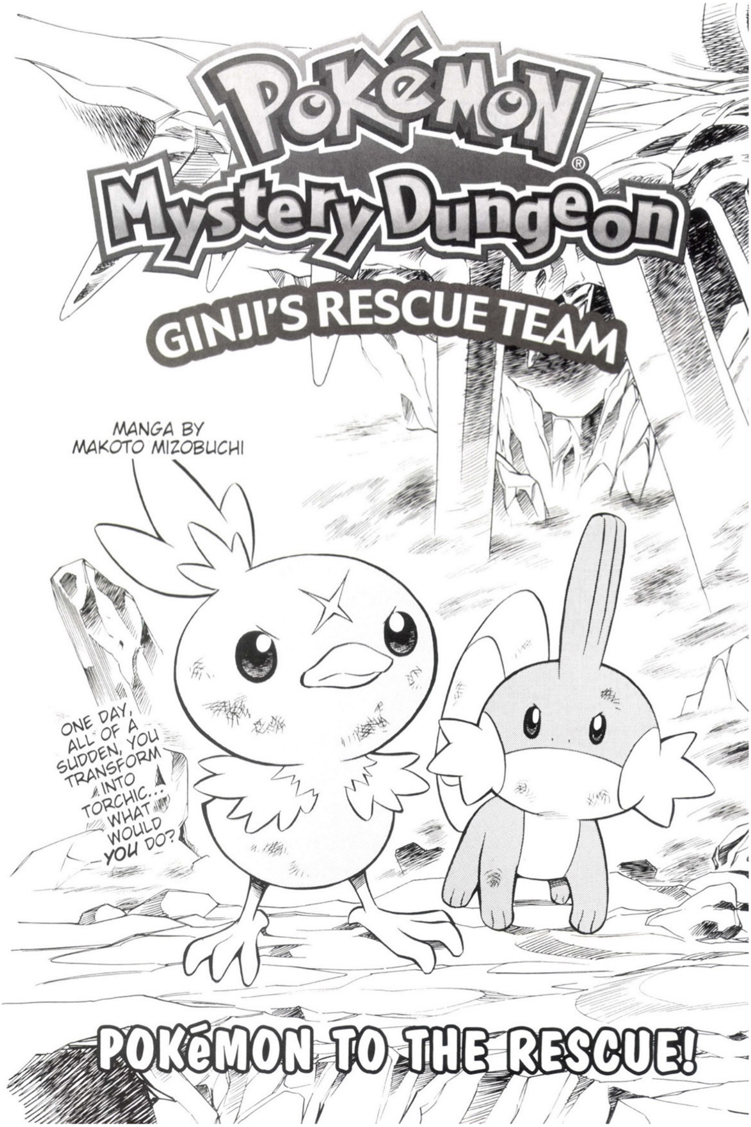
After a brief conversation that leaves you with more questions than answers, a panicked call comes



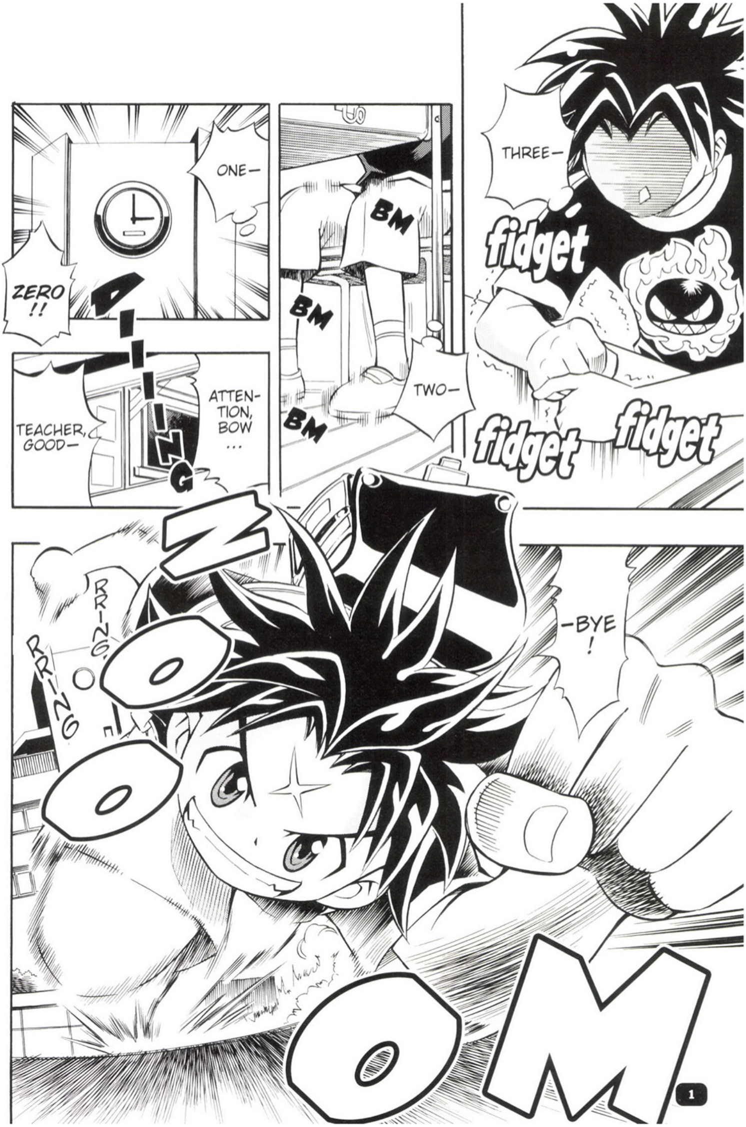
POKéMON® MYSTERY DUNGEON

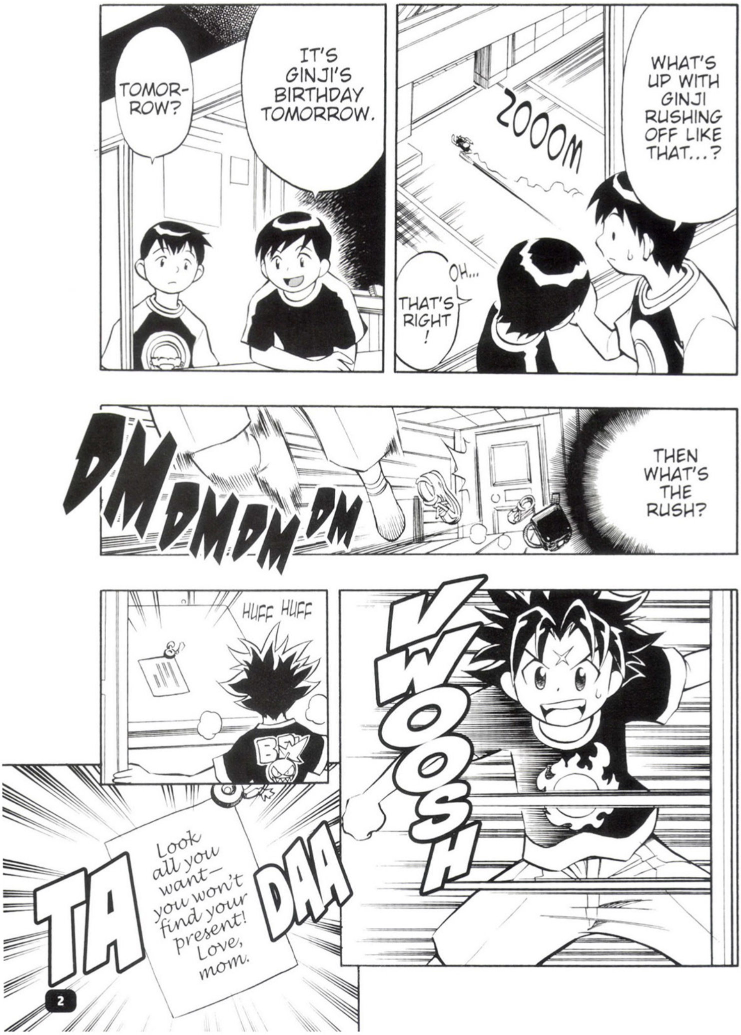
GINJI'S RESCUE TEAM

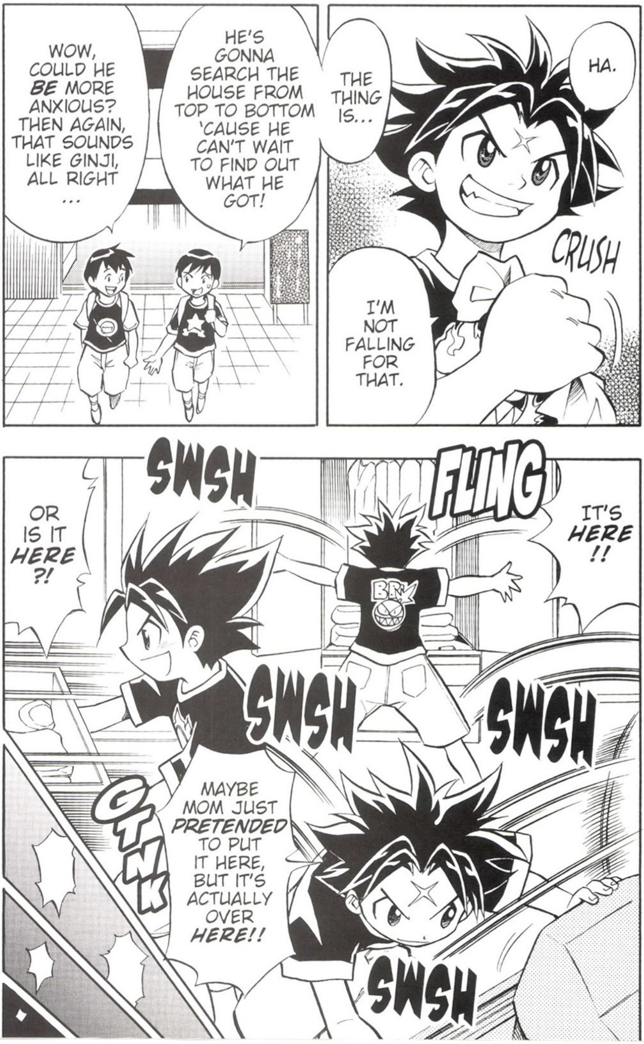
MANGA BY
MAKOTO MIZOBUCHI

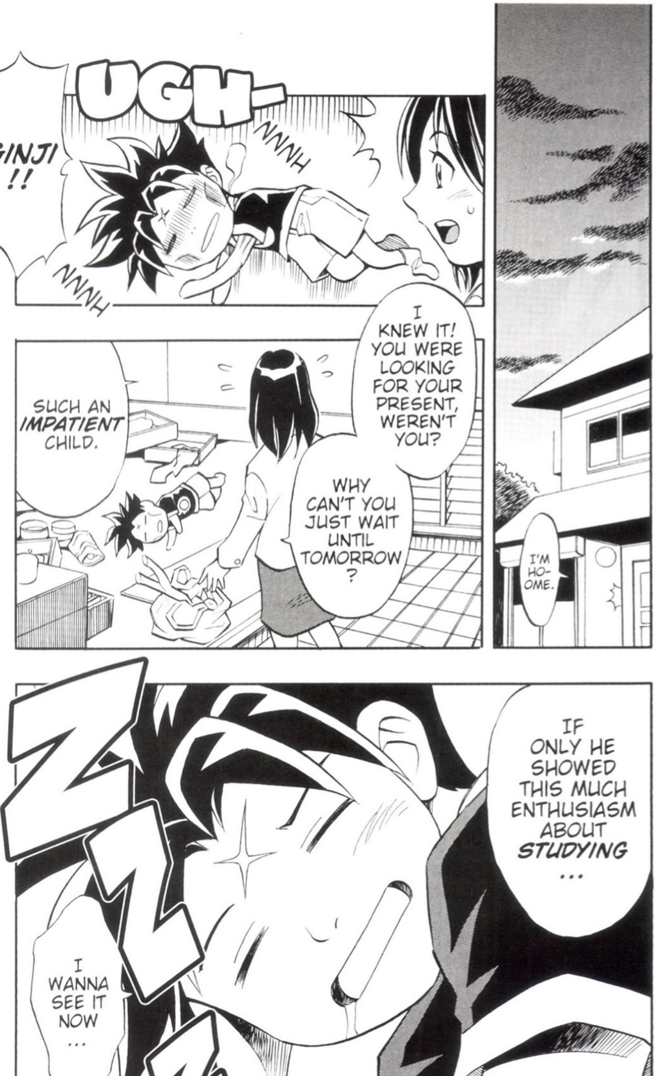

ONE DAY, ALL OF A SUDDEN, YOU TRANSFORM INTO TORCHIC... WHAT WOULD *YOU* DO?

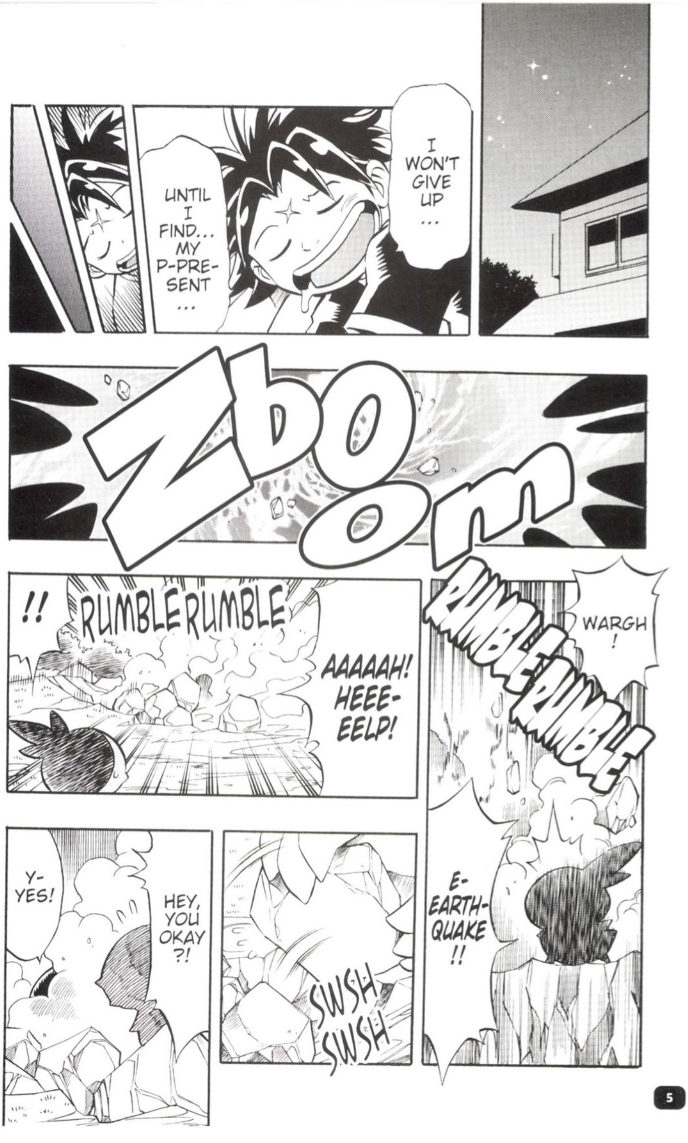
POKéMON TO THE RESCUE!

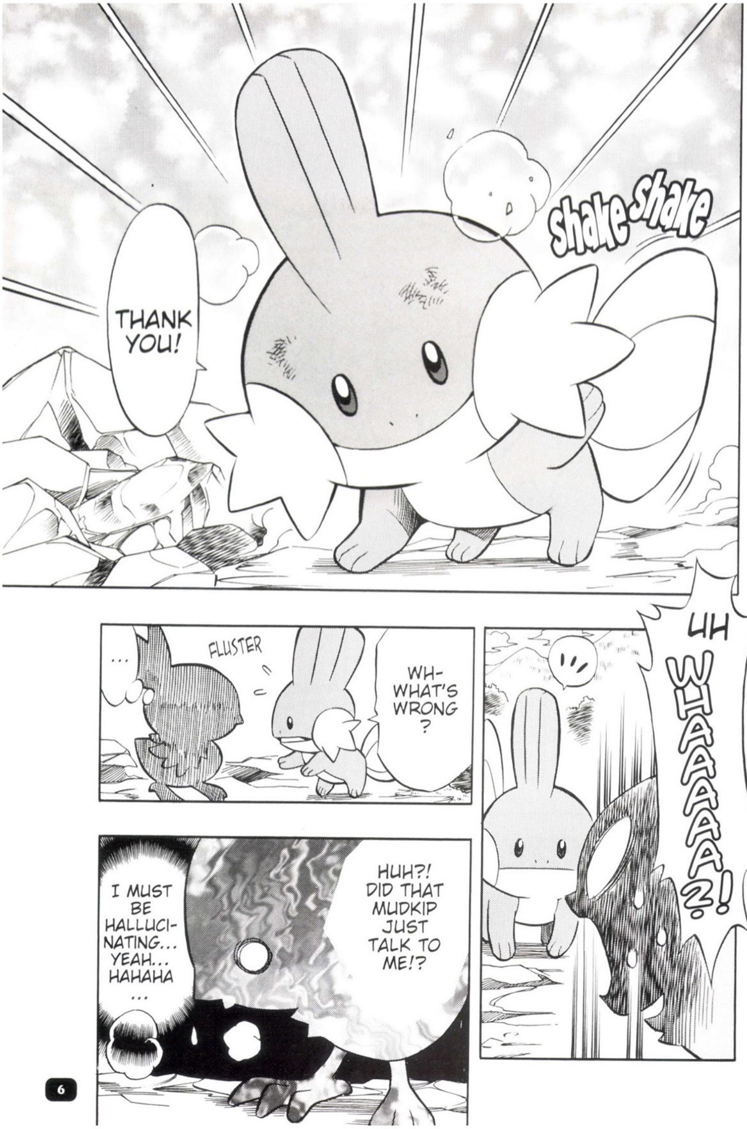

THREE—
fidget
fidget
fidget
TWO—
BM
BM
BM
ONE—
ZERO!!
DIIIIING
ATTEN-TION, BOW...
TEACHER, GOOD—
-BYE!
RRING RRING
ZOOOOM.

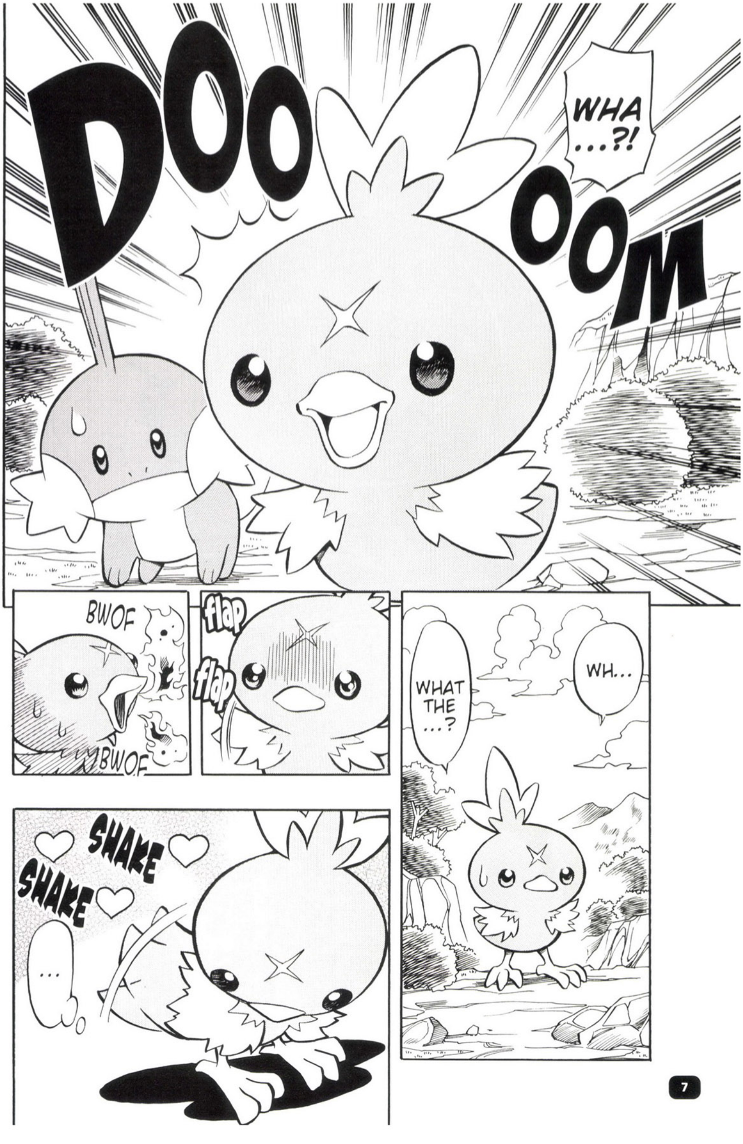

WHAT'S UP WITH GINJI RUSHING OFF LIKE THAT...?
ZOOOM
OH... THAT'S RIGHT!
IT'S GINJI'S BIRTHDAY TOMORROW.
TOMORROW?
THEN WHAT'S THE RUSH?
DM DM DM DM DM
VWOOSH
HUFF HUFF
Look all you want—you won't find your present! Love, mom.
TA DAA

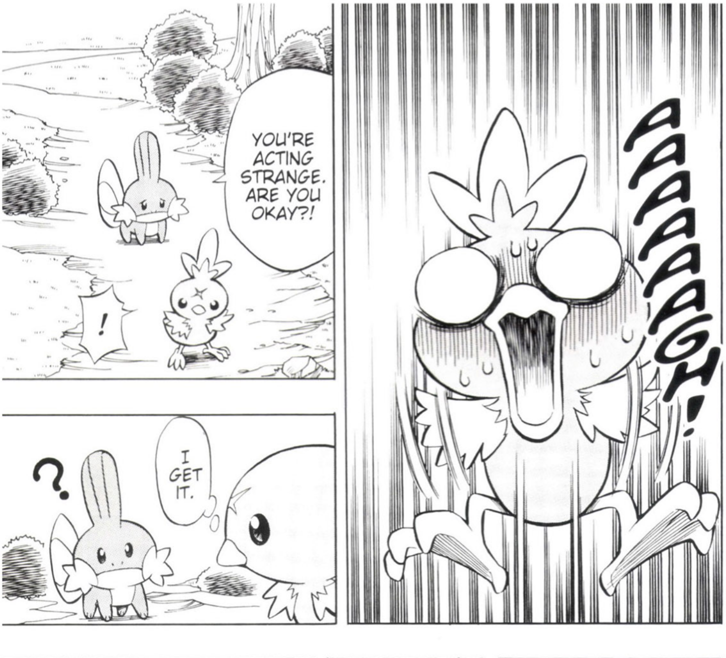

HA.
THE THING IS...
CRUSH
I'M NOT FALLING FOR THAT.
HE'S GONNA SEARCH THE HOUSE FROM TOP TO BOTTOM 'CAUSE HE CAN'T WAIT TO FIND OUT WHAT HE GOT!
WOW, COULD HE *BE* MORE ANXIOUS? THEN AGAIN, THAT SOUNDS LIKE GINJI, ALL RIGHT...
IT'S *HERE*!!
FLING
SWSH
OR IS IT *HERE*?!
SWSH
SWSH
GTNK
MAYBE MOM JUST *PRETENDED* TO PUT IT HERE, BUT IT'S ACTUALLY OVER *HERE*!!
SWSH

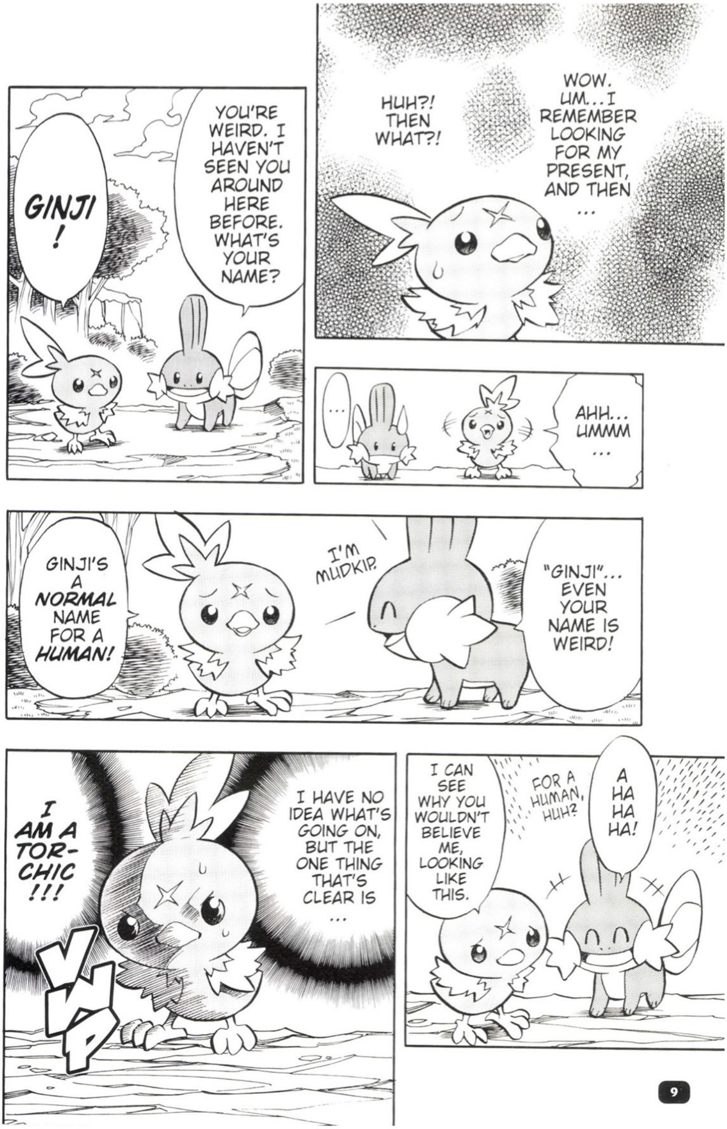

I'M HO-OME.
UGH-
NNNH
GINJI!!
NNNH
I KNEW IT! YOU WERE LOOKING FOR YOUR PRESENT, WEREN'T YOU?
WHY CAN'T YOU JUST WAIT UNTIL TOMORROW?
SUCH AN *IMPATIENT* CHILD.
IF ONLY HE SHOWED THIS MUCH ENTHUSIASM ABOUT ***STUDYING***...
ZZZ
I WANNA SEE IT NOW...

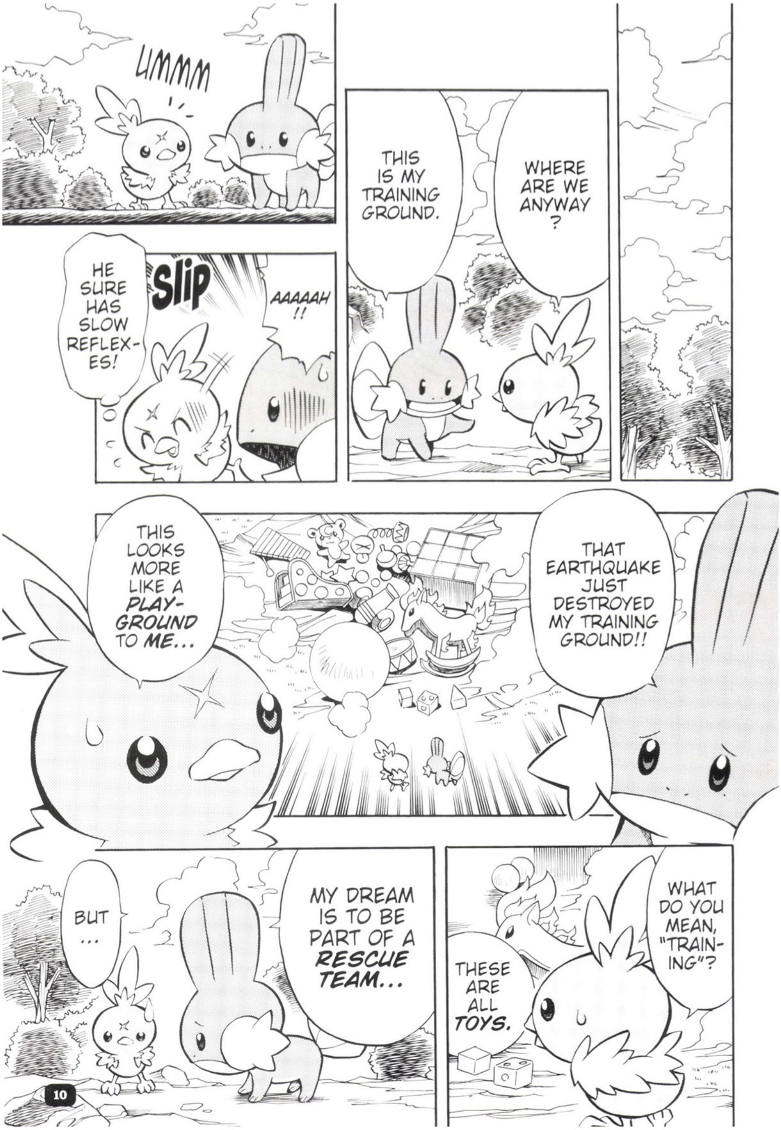

I WON'T GIVE UP...
UNTIL I FIND... MY P-PRESENT...
ZBOOM
WARGH!
RUMBLE RUMBLE
E-EARTHQUAKE!!
!!
RUMBLE RUMBLE
AAAAAH! HEEEEELP!
SWSH SWSH
HEY, YOU OKAY?!
Y-YES!

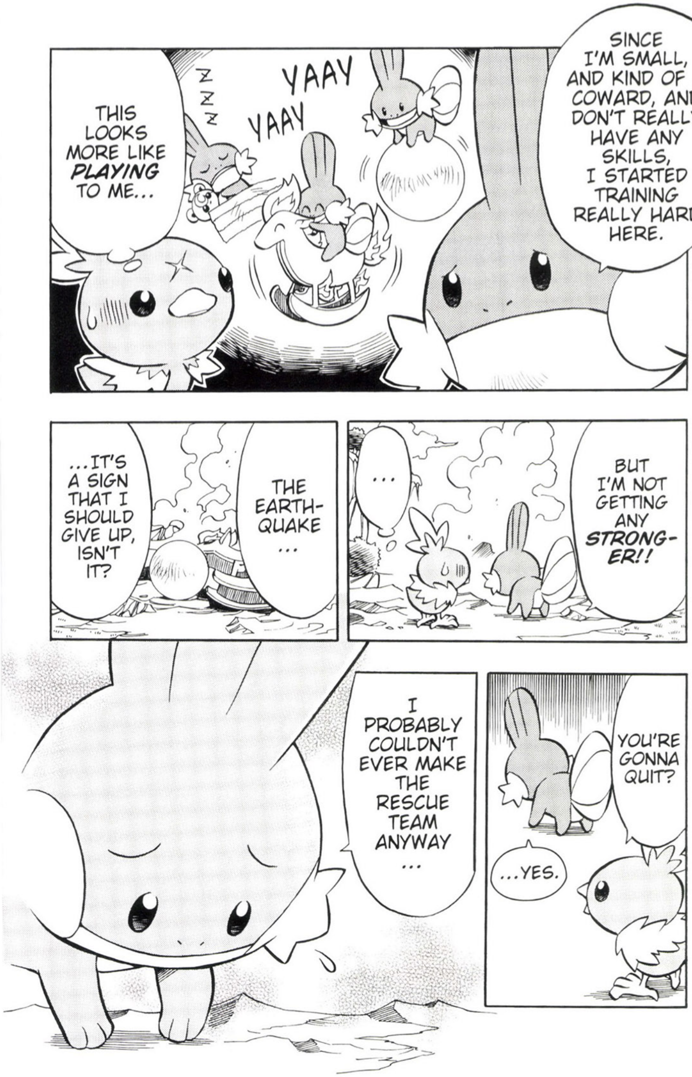

THANK YOU!
shake-shake
...
FLUSTER
WH-WHAT'S WRONG?
UH WHAAAAA?!
HUH?! DID THAT MUDKIP JUST TALK TO ME!?
I MUST BE HALLUCINATING... YEAH... HAHAHA...

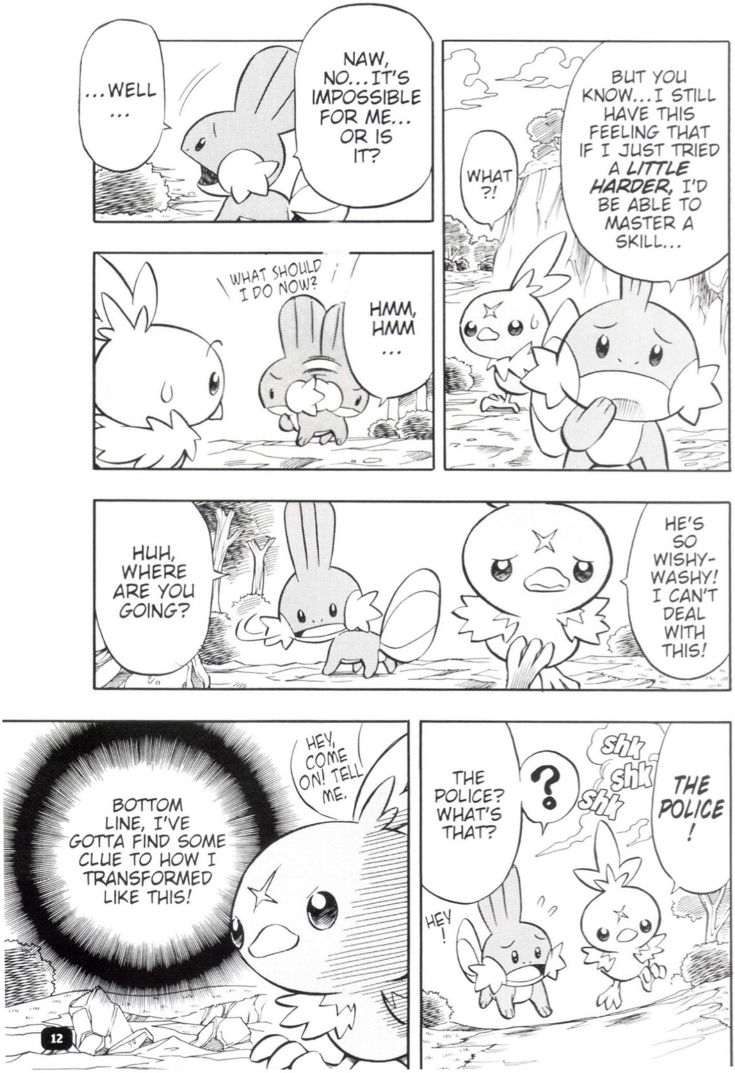

DOOOOOM
WHA...?!
BWOF
BWOF
flap
flap
WHAT THE...?
WH...
SHAKE
SHAKE
...

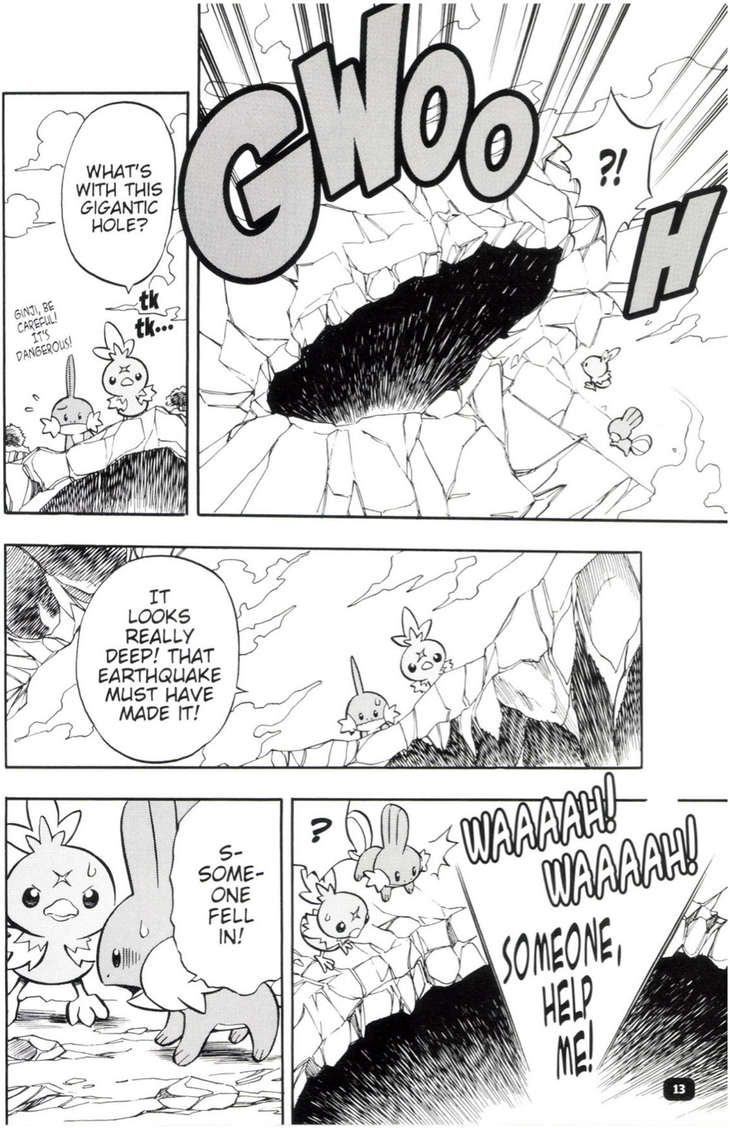

AAAAAAAAGH!
YOU'RE ACTING STRANGE. ARE YOU OKAY?!
!
I GET IT.
?
THIS IS JUST A DREAM! AS SOON AS I WAKE UP, I'LL BE BACK TO NORMAL!
GONK GONK GONK
YEOWCH!!
...
Roll Roll Roll
TH-THIS ISN'T A DREAM!
IT'S THE REAL DEAL!!
AAAAH

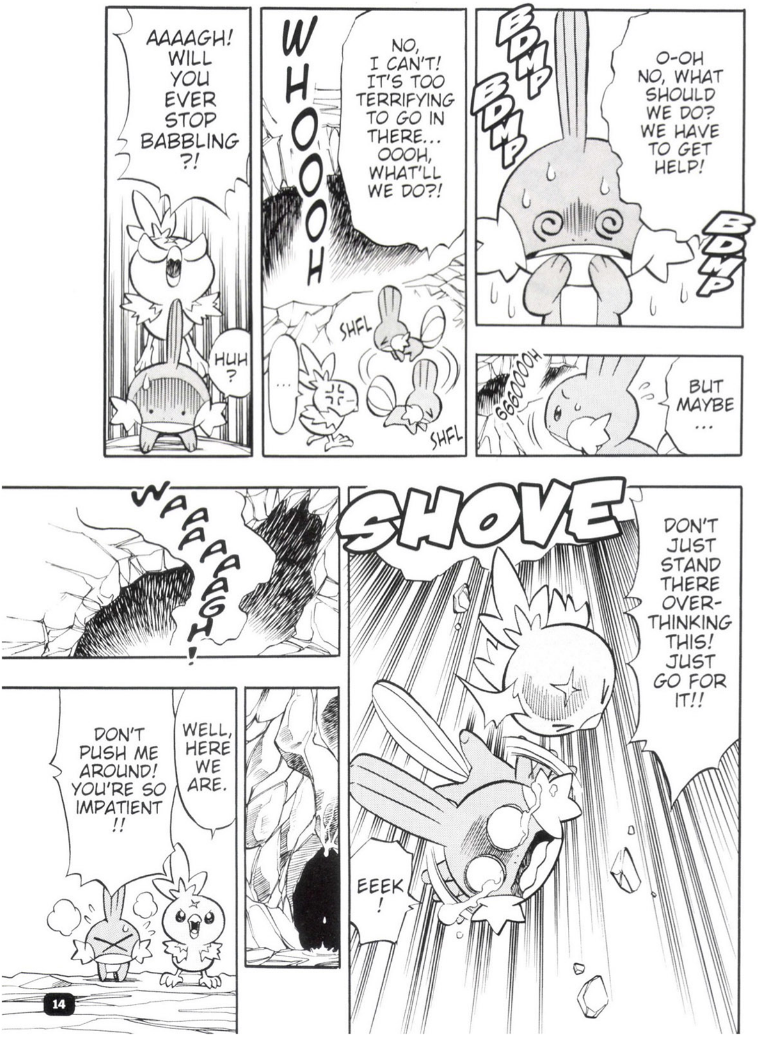

WOW. UM...I REMEMBER LOOKING FOR MY PRESENT, AND THEN ...
HUH?! THEN WHAT?!
AHH... UMMM ...
...
YOU'RE WEIRD. I HAVEN'T SEEN YOU AROUND HERE BEFORE. WHAT'S YOUR NAME?
GINJI!
"GINJI"... EVEN YOUR NAME IS WEIRD!
I'M MUDKIP.
GINJI'S A NORMAL NAME FOR A HUMAN!
A HA HA HA!
FOR A HUMAN, HUH?
I CAN SEE WHY YOU WOULDN'T BELIEVE ME, LOOKING LIKE THIS.
I HAVE NO IDEA WHAT'S GOING ON, BUT THE ONE THING THAT'S CLEAR IS ...
I AM A TORCHIC!!!
VWP

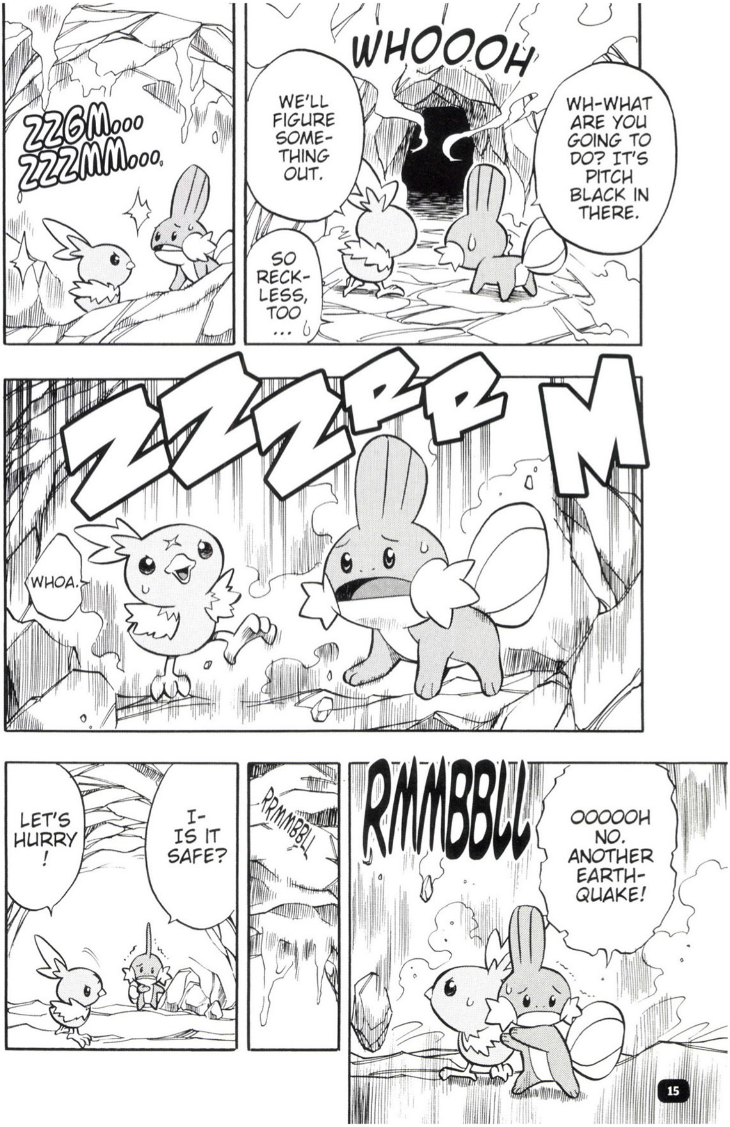

UMMM
WHERE ARE WE ANYWAY?
THIS IS MY TRAINING GROUND.
SLIP
AAAAAH!!
HE SURE HAS SLOW REFLEXES!
THIS LOOKS MORE LIKE A *PLAYGROUND* TO *ME*...
THAT EARTHQUAKE JUST DESTROYED MY TRAINING GROUND!!
BUT...
MY DREAM IS TO BE PART OF A *RESCUE TEAM*...
WHAT DO YOU MEAN, "TRAINING"?
THESE ARE ALL *TOYS*.

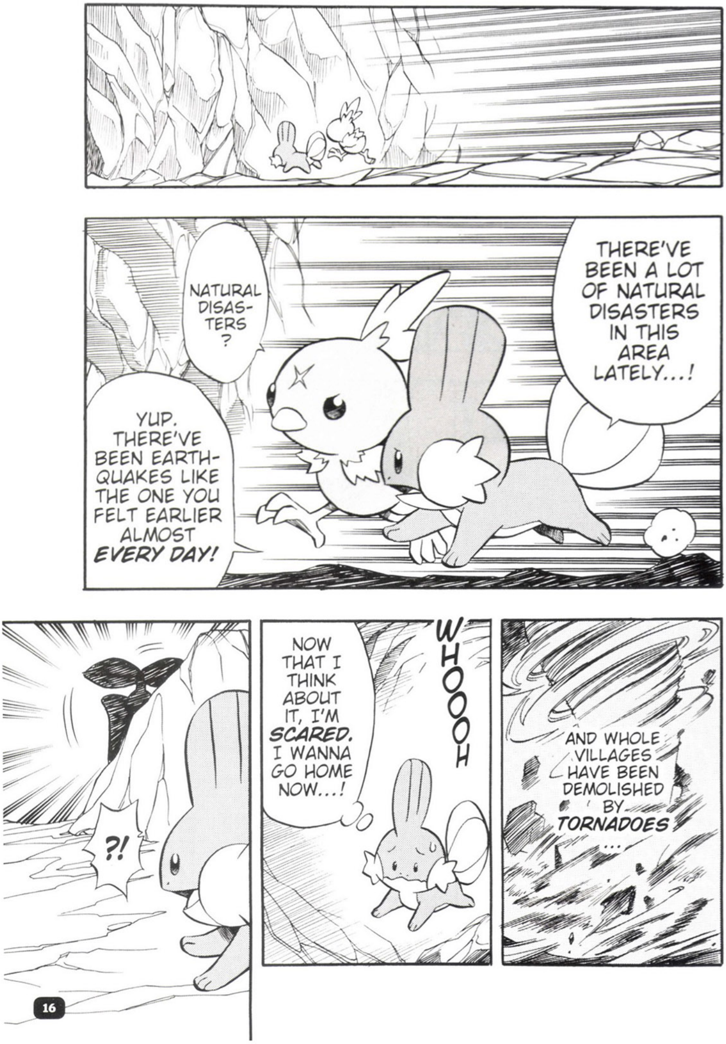

SINCE I'M SMALL, AND KIND OF A COWARD, AND DON'T REALLY HAVE ANY SKILLS, I STARTED TRAINING REALLY HARD HERE.
YAAY
YAAY
ZZZ
THIS LOOKS MORE LIKE *PLAYING* TO ME...
BUT I'M NOT GETTING ANY *STRONGER!!*
...
THE EARTHQUAKE...
...IT'S A SIGN THAT I SHOULD GIVE UP, ISN'T IT?
YOU'RE GONNA QUIT?
...YES.
I PROBABLY COULDN'T EVER MAKE THE RESCUE TEAM ANYWAY...

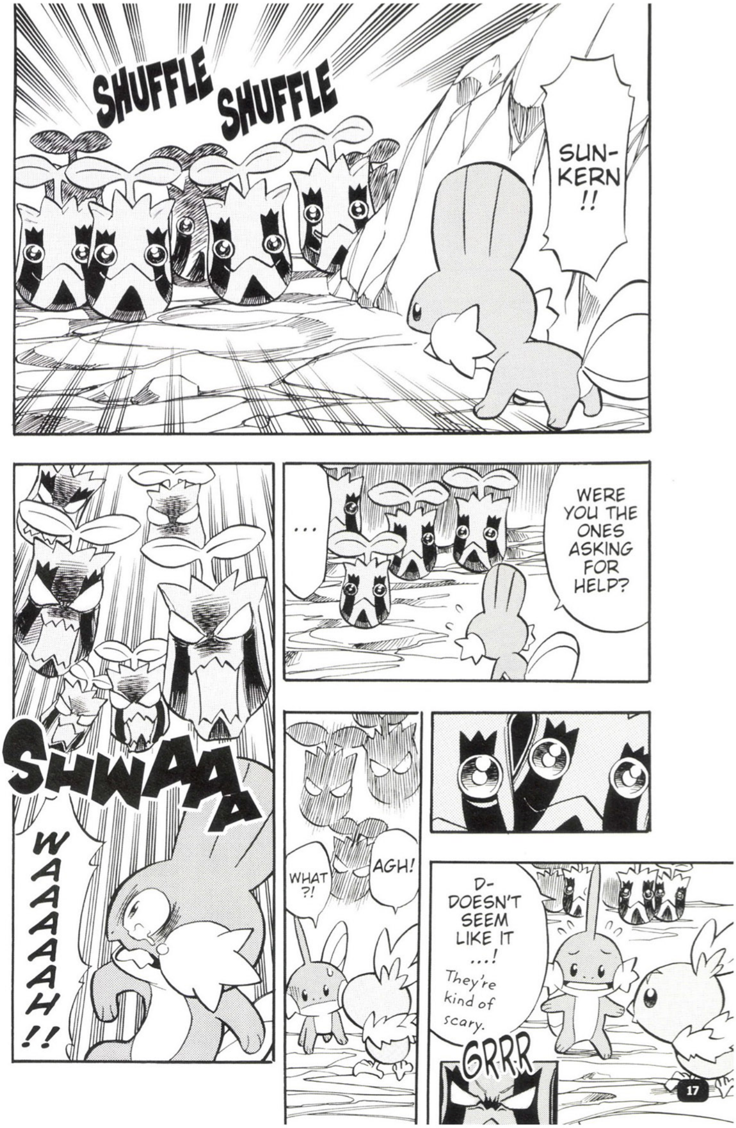

BUT YOU KNOW... I STILL HAVE THIS FEELING THAT IF I JUST TRIED A ***LITTLE HARDER,*** I'D BE ABLE TO MASTER A SKILL...
WHAT ?!
NAW, NO... IT'S IMPOSSIBLE FOR ME... OR IS IT?
...WELL ...
HMM, HMM ...
WHAT SHOULD I DO NOW?
HE'S SO WISHY-WASHY! I CAN'T DEAL WITH THIS!
HUH, WHERE ARE YOU GOING?
THE POLICE !
shk shk shk
?
THE POLICE? WHAT'S THAT?
HEY !
HEY, COME ON! TELL ME.
BOTTOM LINE, I'VE GOTTA FIND SOME CLUE TO HOW I TRANSFORMED LIKE THIS!

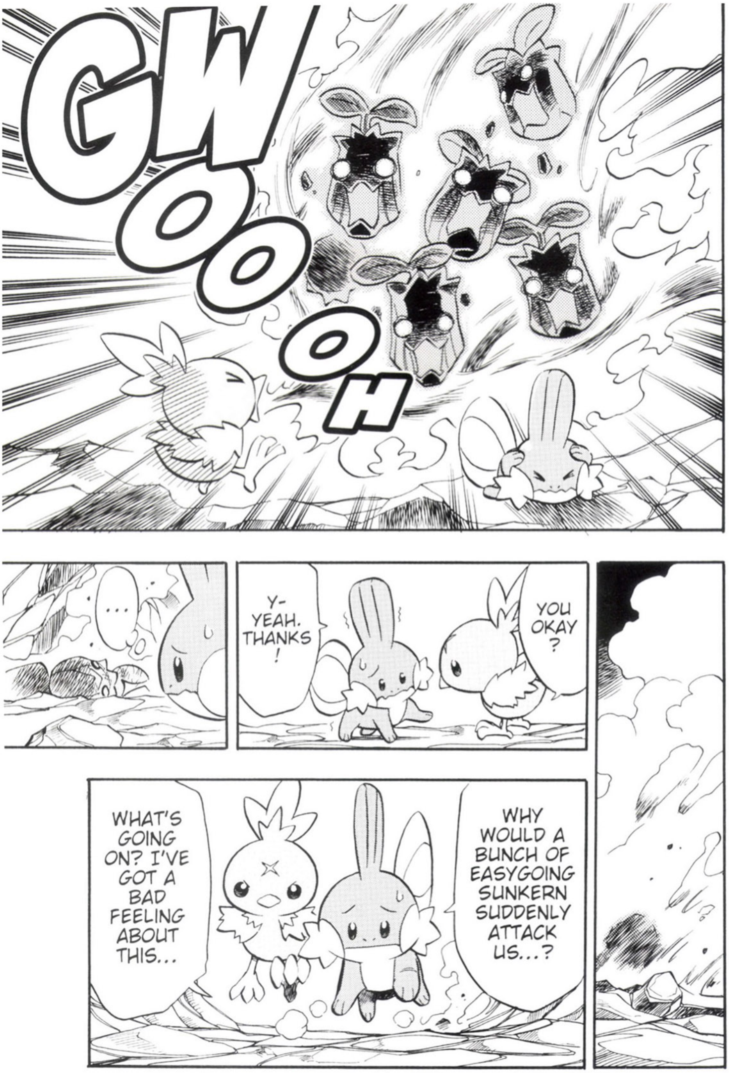

GWOOOH
?!
WHAT'S WITH THIS GIGANTIC HOLE?
tk tk...
GINJI, BE CAREFUL! IT'S DANGEROUS!
IT LOOKS REALLY DEEP! THAT EARTHQUAKE MUST HAVE MADE IT!
WAAAAH! WAAAAH!
SOMEONE, HELP ME!
?
S-SOMEONE FELL IN!

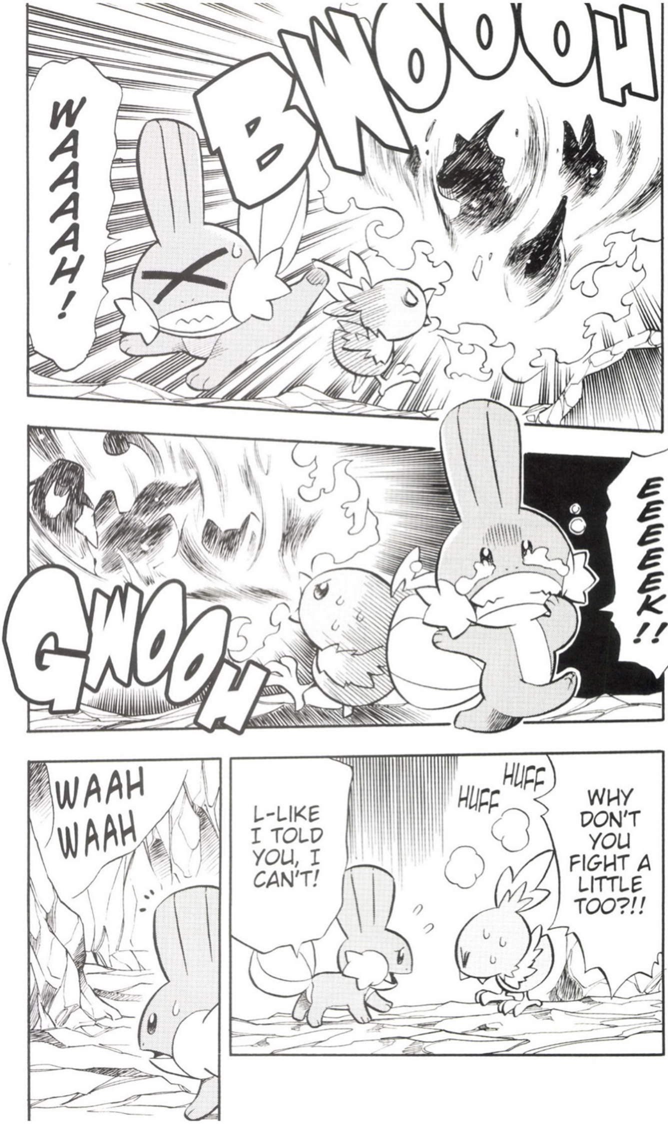

BDMP BDMP
O-OH NO, WHAT SHOULD WE DO? WE HAVE TO GET HELP!
BDMP
GGGOOOOH
BUT MAYBE ...
WHOOOOH
NO, I CAN'T! IT'S TOO TERRIFYING TO GO IN THERE... OOOH, WHAT'LL WE DO?!
SHFL
...
SHFL
AAAAGH! WILL YOU EVER STOP BABBLING?!
HUH?
SHOVE
DON'T JUST STAND THERE OVER-THINKING THIS! JUST GO FOR IT!!
EEEK!
WAAAAAAGH!
WELL, HERE WE ARE.
DON'T PUSH ME AROUND! YOU'RE SO IMPATIENT!!

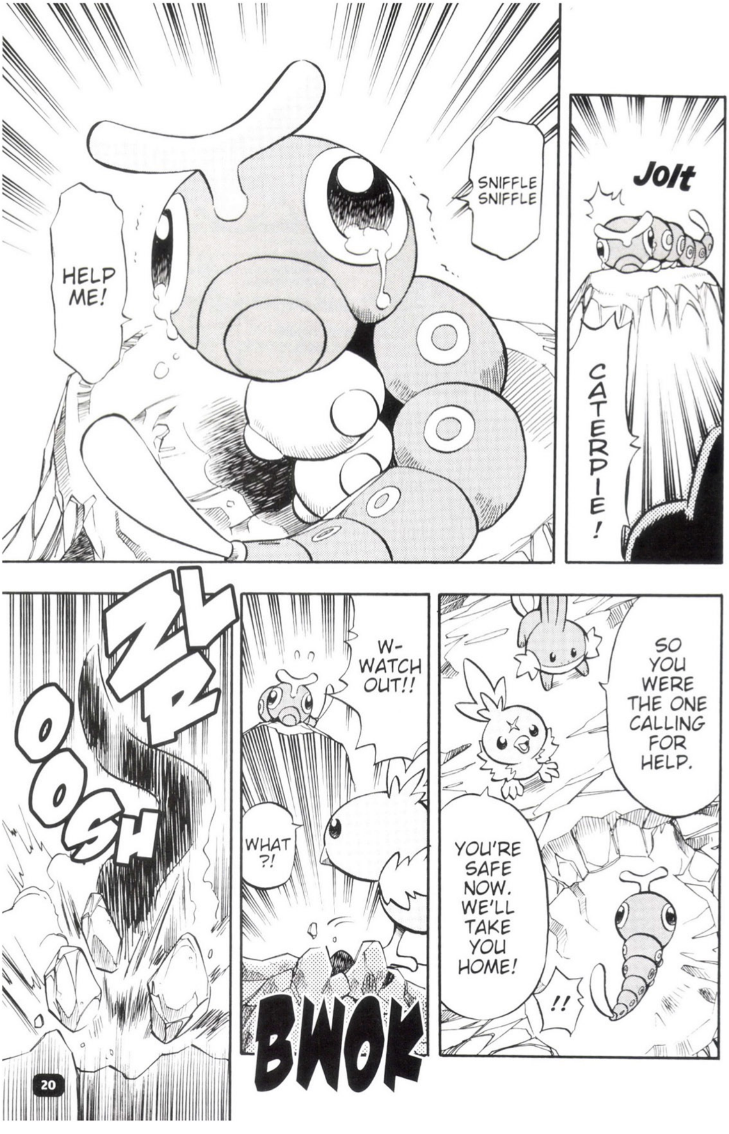

ZZGMooo
ZZZMMooo.
WHOOOH
WH-WHAT ARE YOU GOING TO DO? IT'S PITCH BLACK IN THERE.
WE'LL FIGURE SOMETHING OUT.
SO RECKLESS, TOO ...
ZZZRRRM
WHOA.
LET'S HURRY!
I- IS IT SAFE?
RRMMBBLL
RMMBBLL
OOOOOH NO. ANOTHER EARTHQUAKE!

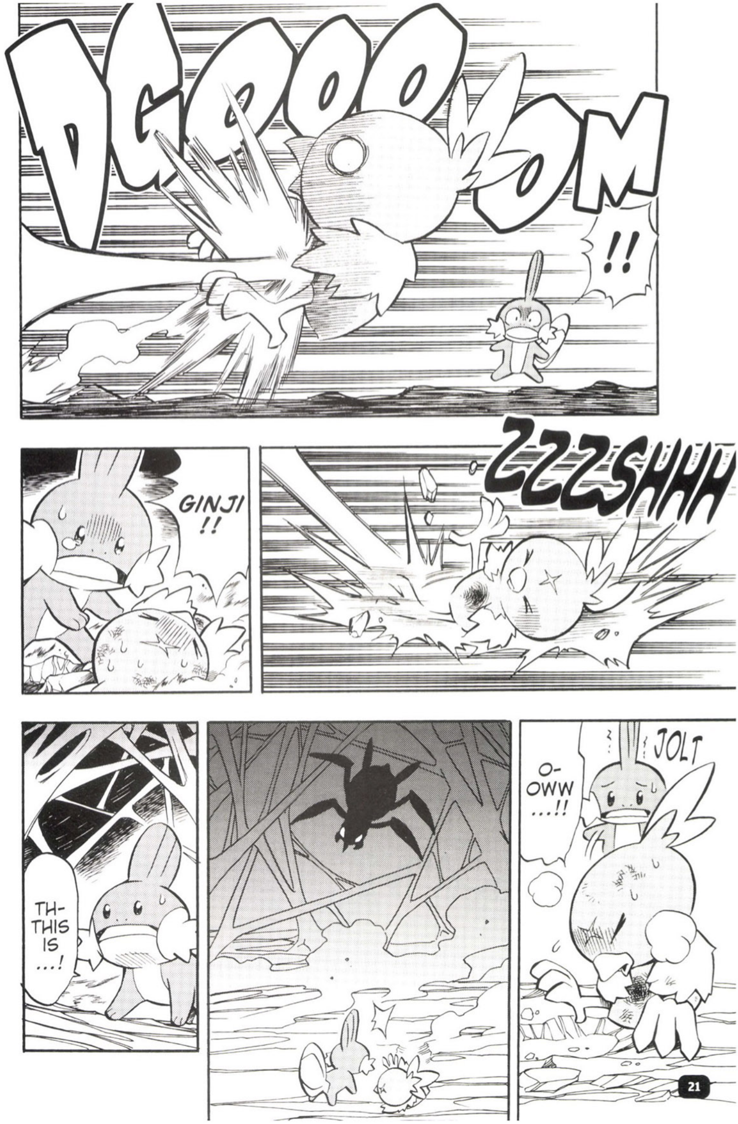

THERE'VE BEEN A LOT OF NATURAL DISASTERS IN THIS AREA LATELY...!
NATURAL DISASTERS?
YUP. THERE'VE BEEN EARTHQUAKES LIKE THE ONE YOU FELT EARLIER ALMOST *EVERY DAY!*
AND WHOLE VILLAGES HAVE BEEN DEMOLISHED BY *TORNADOES*...
WHOOOOH
NOW THAT I THINK ABOUT IT, I'M *SCARED.* I WANNA GO HOME NOW...!
?!

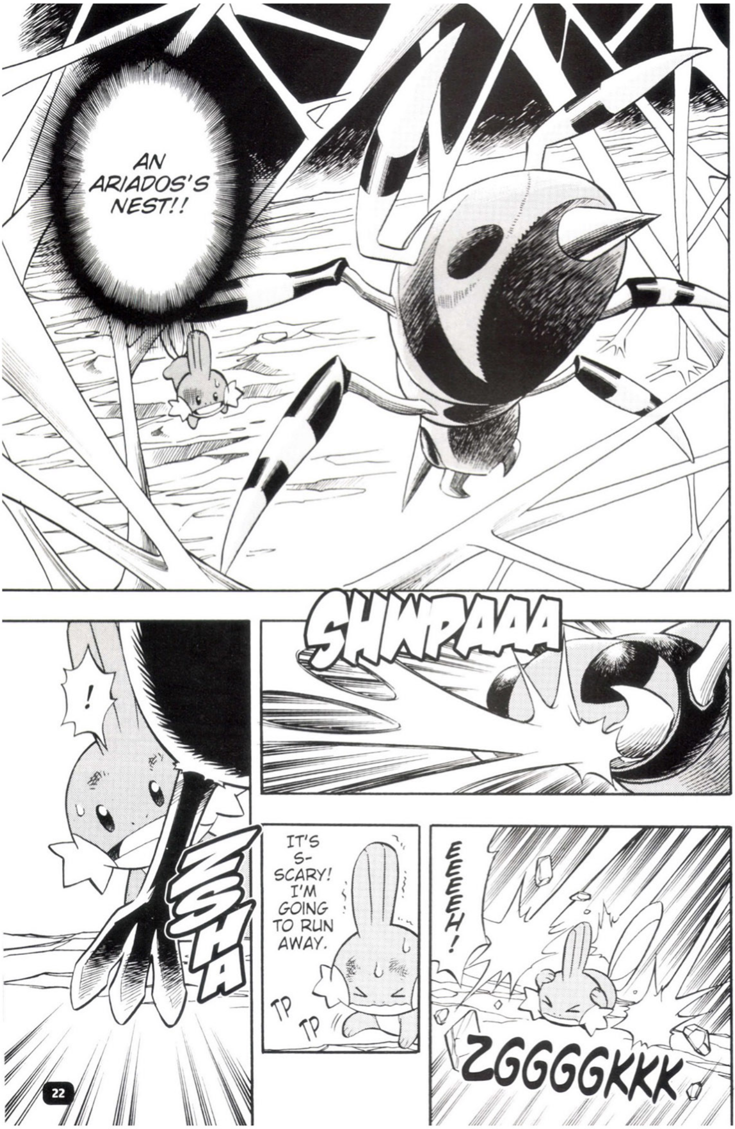

SHUFFLE SHUFFLE
SUN-KERN!!
WERE YOU THE ONES ASKING FOR HELP?
...
D-DOESN'T SEEM LIKE IT...!
They're kind of scary.
GRRR
AGH!
WHAT?!
SHWAAAA
WAAAAAAH!!

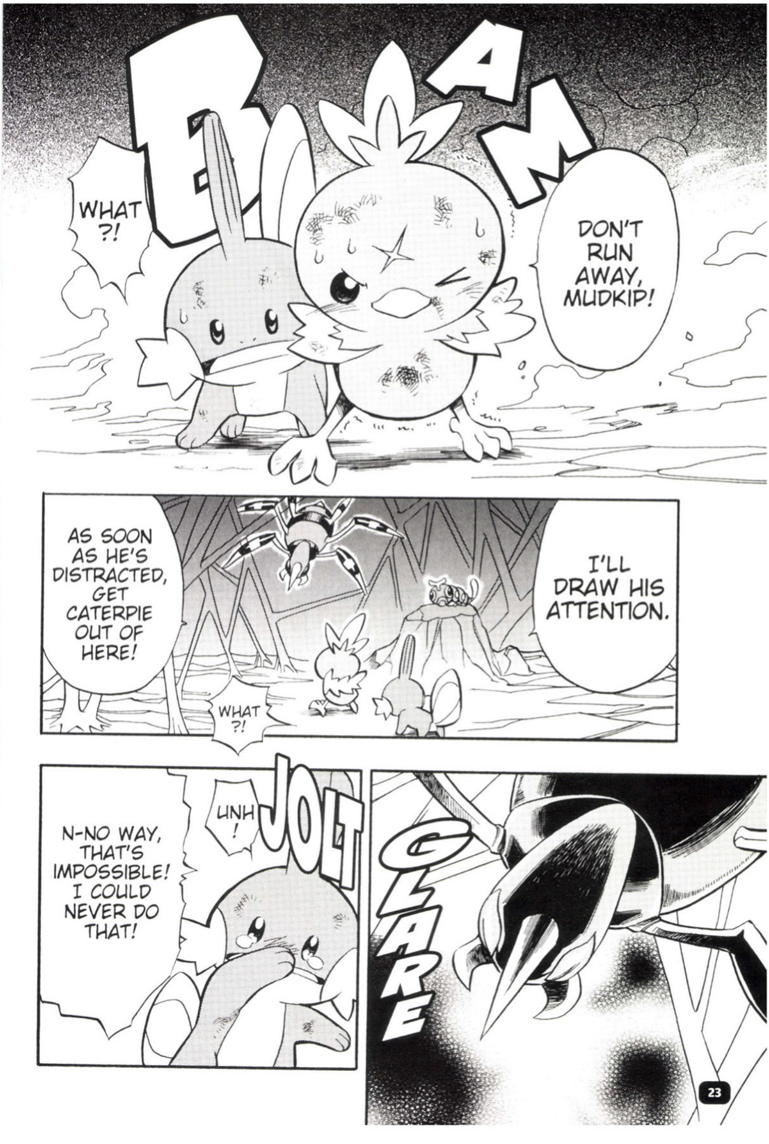

GWOOOOH
YOU OKAY?
Y-YEAH. THANKS!
...
WHY WOULD A BUNCH OF EASYGOING SUNKERN SUDDENLY ATTACK US...?
WHAT'S GOING ON? I'VE GOT A BAD FEELING ABOUT THIS...

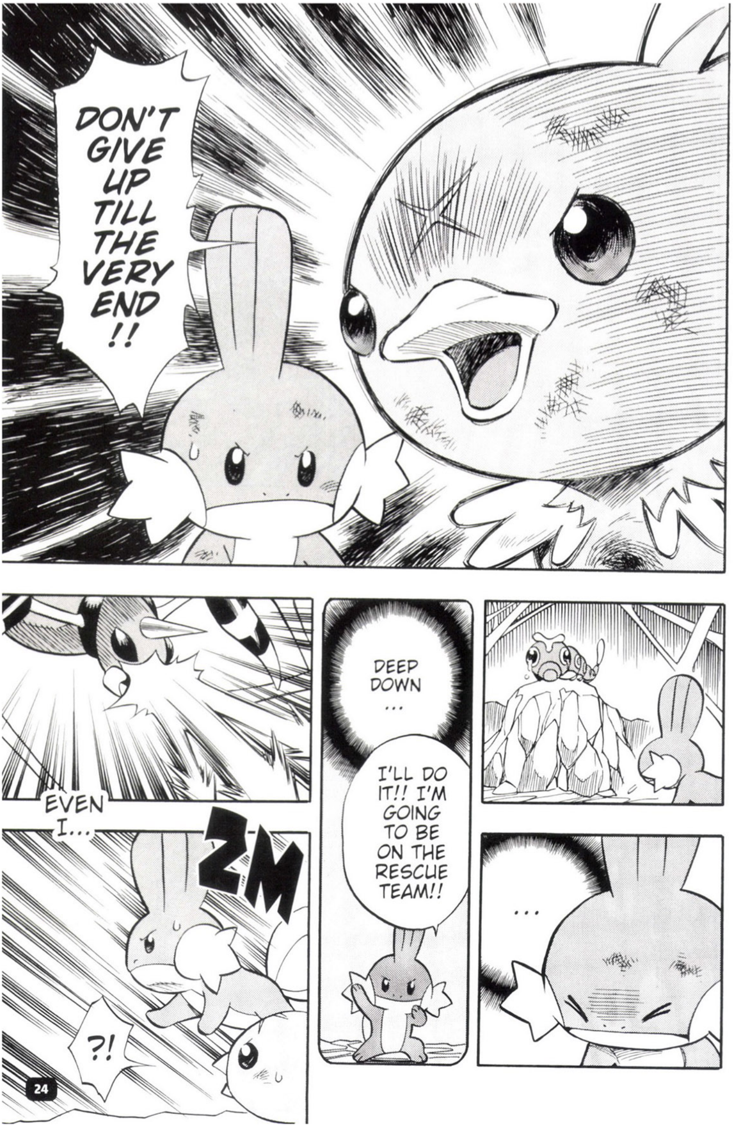

BWOOOH
WAAAAAH!
EEEEEEK!!
GWOOOH
WHY DON'T YOU FIGHT A LITTLE TOO?!!
HUFF HUFF
L-LIKE I TOLD YOU, I CAN'T!
WAAH WAAH

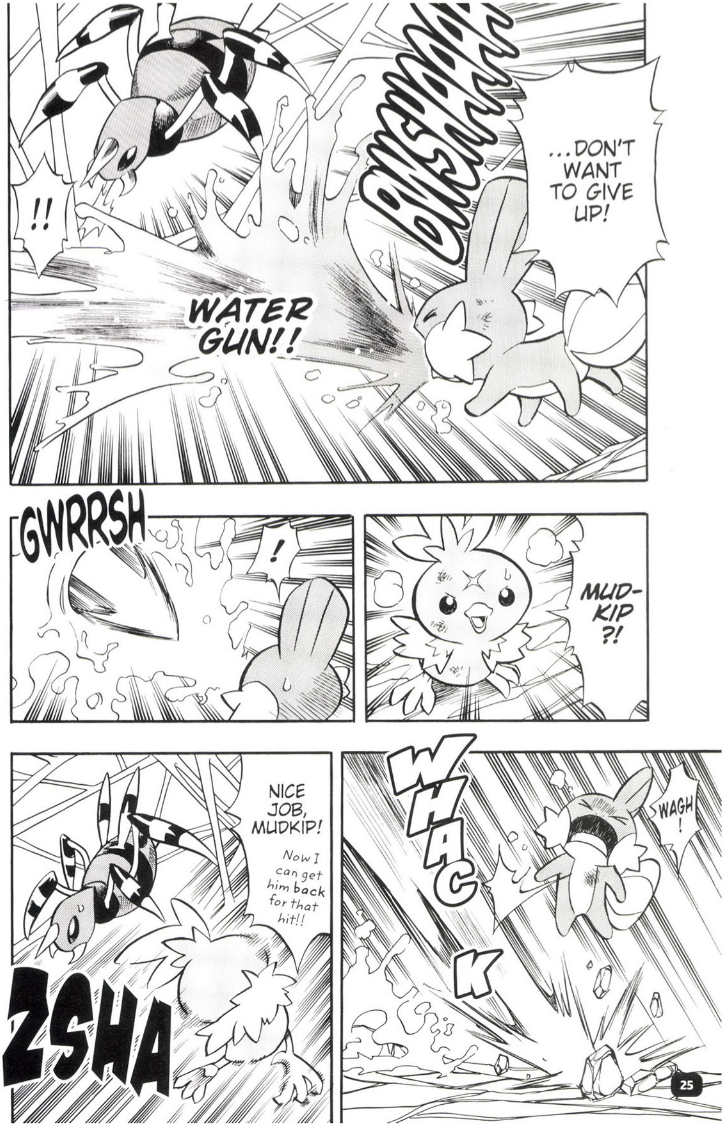

Jolt
CATERPIE!
SNIFFLE SNIFFLE
HELP ME!
SO YOU WERE THE ONE CALLING FOR HELP.
YOU'RE SAFE NOW. WE'LL TAKE YOU HOME!
!!
W-WATCH OUT!!
WHAT?!
BWOK
ZLR
OOOSH

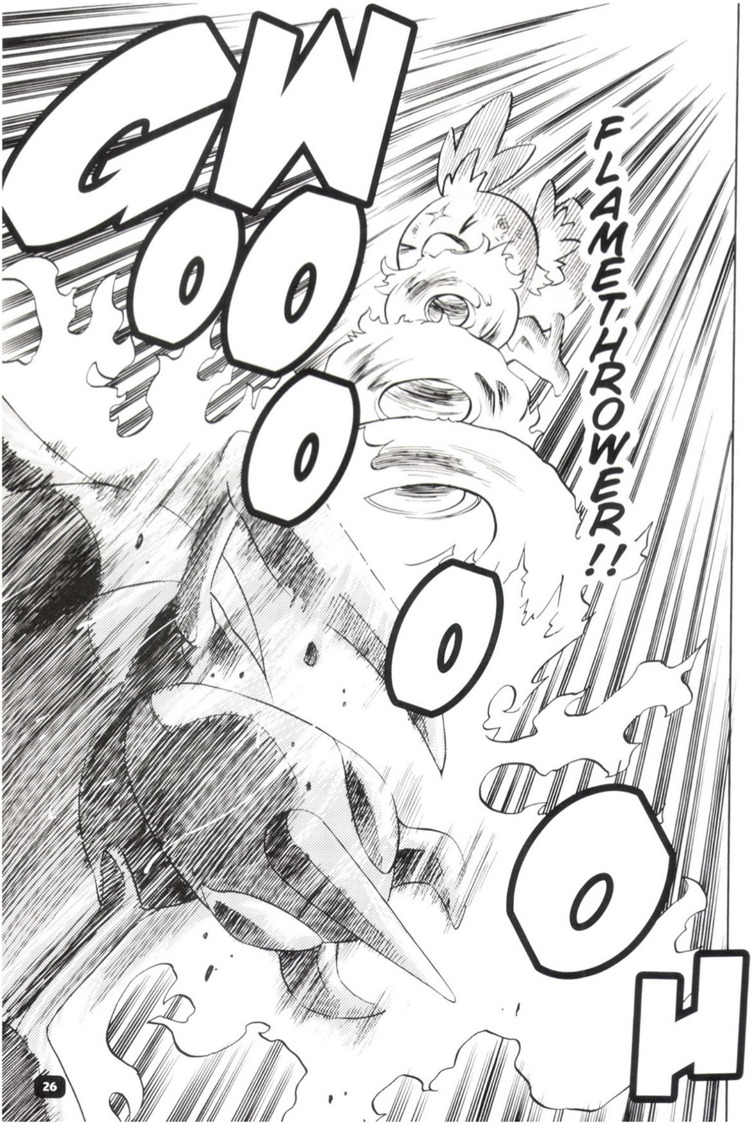

DGOOOOM
!!
ZZZSHHH
GINJI !!
JOLT
O- OWW ...!!
TH- THIS IS ...!

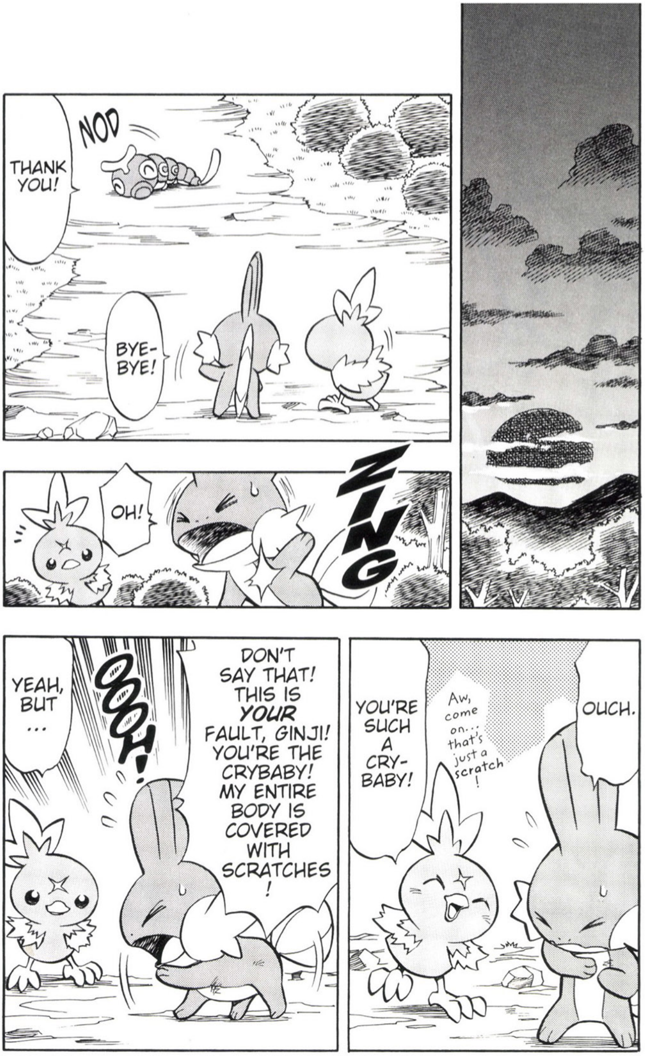

AN ARIADOS'S NEST!!
SHWPAAA
EEEEH!
ZGGGGKKK
IT'S S-SCARY! I'M GOING TO RUN AWAY.
TP TP
!
MSHA

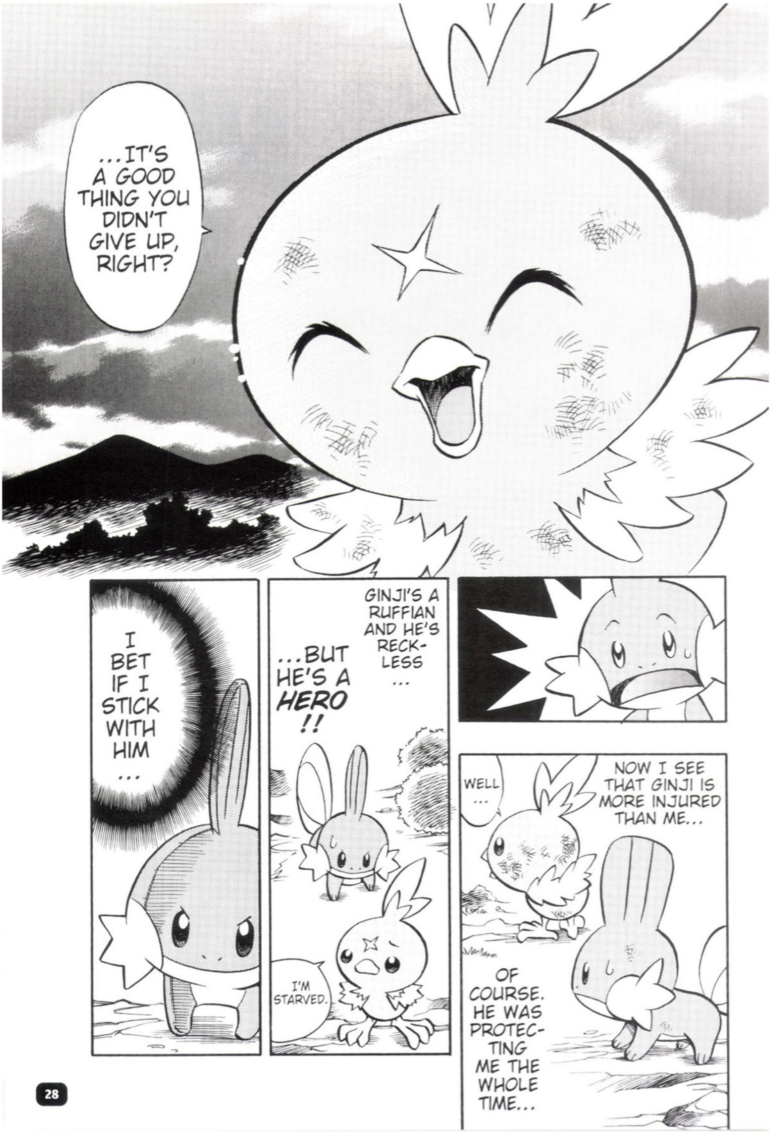

BRAM
DON'T RUN AWAY, MUDKIP!
WHAT ?!
I'LL DRAW HIS ATTENTION.
AS SOON AS HE'S DISTRACTED, GET CATERPIE OUT OF HERE!
WHAT ?!
GLARE
JOLT
UNH !
N-NO WAY, THAT'S IMPOSSIBLE! I COULD NEVER DO THAT!

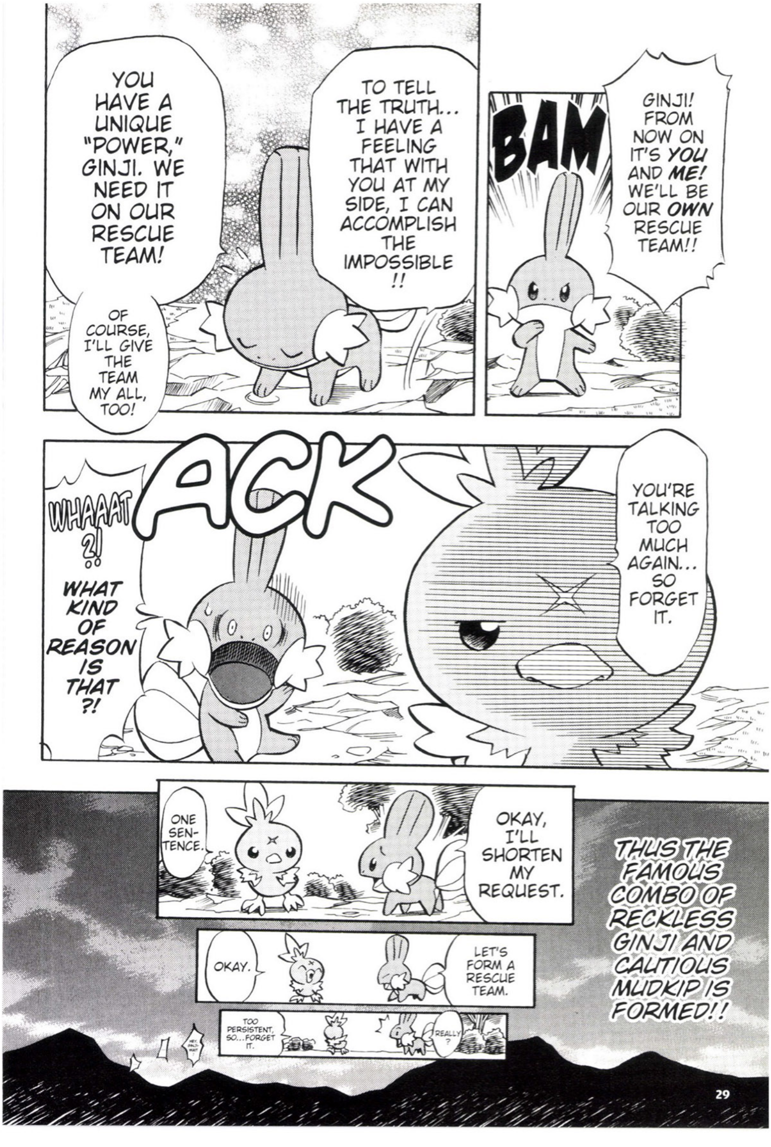

DON'T GIVE UP TILL THE VERY END!!
EVEN I...
ZM
?!
DEEP DOWN...
I'LL DO IT!! I'M GOING TO BE ON THE RESCUE TEAM!!
...


!!
...DON'T WANT TO GIVE UP!
WATER GUN!!
GWRRSH
!
MUD-KIP ?!
NICE JOB, MUDKIP!
Now I can get him back for that hit!!
ZSHA
WHACK
WAGH !


FLAMETHROWER!!
GWOOOOOOH


NOD
THANK YOU!
BYE-BYE!
ZING
OH!
OUCH.
Aw, come on... that's just a scratch!
YOU'RE SUCH A CRY-BABY!
DON'T SAY THAT! THIS IS ***YOUR*** FAULT, GINJI! YOU'RE THE CRYBABY! MY ENTIRE BODY IS COVERED WITH SCRATCHES!
OOOH!
YEAH, BUT ...


...IT'S A GOOD THING YOU DIDN'T GIVE UP, RIGHT?
NOW I SEE THAT GINJI IS MORE INJURED THAN ME...
WELL...
OF COURSE. HE WAS PROTECTING ME THE WHOLE TIME...
GINJI'S A RUFFIAN AND HE'S RECKLESS...
...BUT HE'S A ***HERO*** !!
I'M STARVED.
I BET IF I STICK WITH HIM...

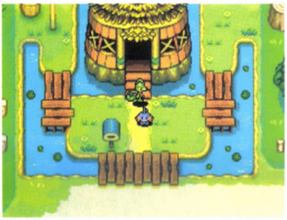

YOU HAVE A UNIQUE "POWER," GINJI. WE NEED IT ON OUR RESCUE TEAM!
TO TELL THE TRUTH... I HAVE A FEELING THAT WITH YOU AT MY SIDE, I CAN ACCOMPLISH THE IMPOSSIBLE!!
OF COURSE, I'LL GIVE THE TEAM MY ALL, TOO!
BAM
GINJI! FROM NOW ON IT'S *YOU* AND *ME!* WE'LL BE OUR *OWN* RESCUE TEAM!!
ACK
WHAAAT?!
WHAT KIND OF REASON IS THAT?!
YOU'RE TALKING TOO MUCH AGAIN... SO FORGET IT.
ONE SENTENCE.
OKAY, I'LL SHORTEN MY REQUEST.
OKAY.
LET'S FORM A RESCUE TEAM.
TOO PERSISTENT, SO...FORGET IT.
REALLY?
HEY, WAI-WAIT!
THUS THE FAMOUS COMBO OF RECKLESS GINJI AND CAUTIOUS MUDKIP IS FORMED!!

•

THE POKéMON MYSTERY DUNGEON COMIC FIRST APPEARED IN JAPAN LAST FALL AS A SERIAL IN *COROCORO COMICS.* NINTENDO POWER IS PLEASED TO BRING YOU AN ENGLISH TRANSLATION OF THE SIX-PART SERIES, PRESENTED IN THE SAME RIGHT-TO-LEFT FORMAT AS THE ORIGINAL MANGA. WE HOPE YOU ENJOY THE CONTINUING ADVENTURES OF GINJI AND MUDKIP OVER THE NEXT FIVE MONTHS.

•

© 2006 Pokémon.
© 1995-2006 Nintendo/Creatures Inc./GAME FREAK inc.
© 1993-2006 CHUNSOFT.
TM and ® are trademarks of Nintendo.
© 2005 Makoto MIZOBUCHI.
First published by Shogakukan Inc. in Japan as "Pokémon Fushigi no Danjyon Ginji no Kyuujotai."



Your team headquarters will reflect your Pokémon type. Mudkip's HQ is surrounded by plenty of water, of course.

from deeper in the woods. Before you can ponder your situation, you have to jump into action—a Pokémon is in danger, and it's up to you and your partner Pokémon to save it! Following the frightened voice, you make your way into a dungeon for the first time. . . .

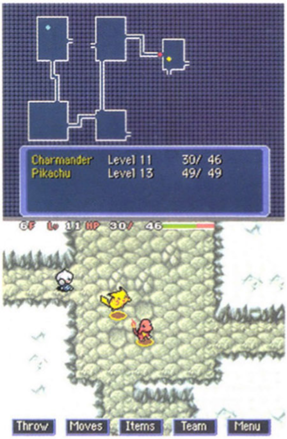
Building a Mystery

This is a new kind of Pokémon game, but plenty of things remain the same as in previous Pokémon RPGs, such as the immense diversity of Pokémon, including their types and the moves they can learn. But when it comes to exploring, there are plenty of new things to see and do.

Like other Pokémon adventures, there are two versions of Pokémon Mystery Dungeon. But this time, there's a twist—one version, Pokémon Mystery Dungeon: Blue Rescue Team, is for the Nintendo DS, while the other, Pokémon Mystery Dungeon: Red Rescue Team appears only on the Game Boy Advance. The versions are similar, and as you can expect, there are certain Pokémon that you'll find in only one of the versions. The Blue Rescue Team version also utilizes some of the Nintendo DS's unique features—you can control your team and access menus via the touch screen, view your map in real-time on the top screen, and connect wirelessly with other players. Another advantage to having a Nintendo DS is that you can trade back and forth between Blue Rescue Team and Red Rescue Team by inserting the two games into the Nintendo DS's two game slots.

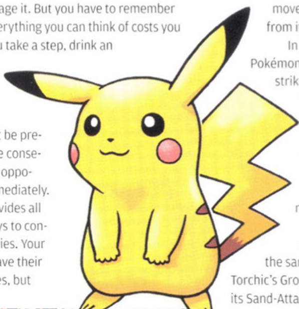
One of the most striking features of Pokémon Mystery Dungeon is its lack of fixed map layouts—every time you enter a dungeon, it will have a new, randomly generated map. Item locations, stairs, and enemies will change their locations—don't bother sketching where you found a rare Pokémon or special object—it won't be there the next time you explore.

At first glance, the events in Pokémon Mystery Dungeon might seem to take place in real time. However, the entire game is turn-based—when you make one move in the dungeon, your teammates will follow by making one move, then your enemies will, as well. What you do with that move is up to you. There are no separate battle scenes like in other Pokémon games—when you see a foe on the map, it's up to you to engage it. But you have to remember that virtually everything you can think of costs you one move—if you take a step, drink an Elixir, throw an item, attack, or perform any other action, you must be prepared to face the consequences of your opponent's move immediately.



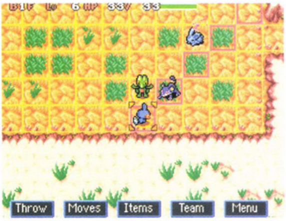
Charmander Level 11 30/ 46
Pikachu Level 13 49/ 49

The map will draw in automatically as you explore the dungeon's depths. The deeper you go, the more complex the maps will be.

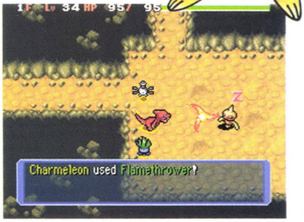


The game provides all sorts of new ways to confront your enemies. Your Pokémon still have their traditional moves, but those moves have new traits that let you customize complex strategies. For example, many attack moves and status-altering moves damage only the enemy immediately in front of you, so you may prefer long-distance moves or moves that damage all visible Pokémon in one turn—possibly even your own teammates. Success depends on knowing not just what a move does, but who will benefit and suffer from it.

In addition to standard moves, all Pokémon have a standard attack—a generic strike that hits enemies directly in front of them. It doesn't cost any PP to use and doesn't take up a slot in your moves list, but it typically doesn't do as much damage as a special move. In addition to new aspects of normal moves, another new feature should get Pokémon fans excited: You can link together moves and have them all execute in the same turn. For example, you could link Torchic's Growl, which raises your Attack stat, with its Sand-Attack, which lowers your enemy's Evasion, then unleash Flamethrower for maximum damage—all in the same turn. Linking moves costs one PP from each attack, but the many turn-saving combinations that you can perform radically change how you view combat.



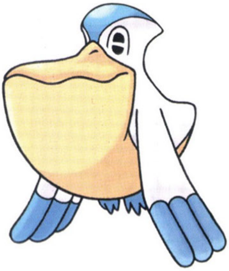
You can target enemies in eight different directions. Line up your target before you attack to avoid making a costly mistake.



Charmeleon used Flamethrower!

Some moves hit enemies from far away, leaving you and your party away from danger.

The changes don't stop with the combat system; the items you find and use in the dungeons are different, as well. First, in this strange world, Pokémon aren't linked to Trainers. That means there aren't any Poké Balls—you'll have to find other ways to coerce Pokémon to join your side. Second, while you're exploring, you'll get hungry—it's up to you to eat apples and other foods to keep your belly full, or risk taking damage. And there are plenty of new items that work with Pokémon Mystery Dungeon's unique



combat system—use a Blowback Orb to shoot an enemy into a distant wall, or eat a Blast Seed to spit out a fiery attack, for example.

When you're exploring the dungeon, you're in direct control of only yourself—your partner Pokémon and the others you recruit to be on your team have something of a mind of their own. You can give them suggestions of how and where to explore and attack, and they will tend to follow your lead, but frequently they will behave as they see fit, storming off to fight a nearby Pokémon. By using tactical maneuvers, you can often get them into the fray without their running off to attack enemies with reckless abandon. Learning how to use your teammates to your advantage is a critical aspect—do you encourage them to use their moves often, or save them for deeper levels? Do you tell them to go off on their own, seeking out enemies to attack, or do you keep them at your side? As you cultivate friendships with your teammates, they'll learn more moves that allow you greater control over their actions.

If you fail while in the dungeon, there are some serious consequences. You'll lose all of your money, many of your items, and any experience you gained during your expedition. And if any Pokémon joined your party, they'll leave you for good. But not all is lost—if your team is facing defeat, you can send out an SOS to another Pokémon Mystery Dungeon player of your choice, who can trek into the dungeon to save you. You'll have to wait until your pal rescues you to continue your quest, but it's a small price to pay for not losing everything you've gained!

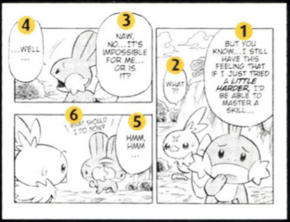
!It About All Read !Extra !Extra

Nintendo Power is pleased to be able to run a six-month Pokémon Mystery Dungeon manga series. Follow along as one boy becomes a Pokémon and forms a rescue team, just like you'll be able to do in Pokémon Mystery Dungeon!

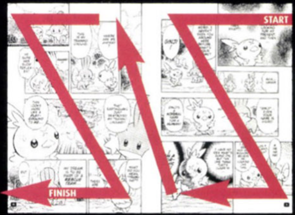
Manga are Japanese comic books. Their readership has been growing rapidly in Japan for over 50 years, but only recently has it become popular in North America.

Much of the manga that comes here is designed for teenage boys and girls, but there are manga series designed for people of all ages. You probably already know some common manga series: video game and cartoon titles such as Dragon Ball Z, Beyblade, and Yu-Gi-Oh! all got their start as manga. But there are hundreds of manga series available; manga are some of the most widely read books in Japan.

Because manga have very strong Japanese roots, how you read them might seem a little peculiar at first. Instead of flipping pages from right to left, you turn the pages from left to right. It doesn't take long for your brain to figure it all out, and soon you'll be zipping through like you've been reading manga all your life.


1
BUT YOU KNOW...I STILL HAVE THIS FEELING THAT IF I JUST TRIED A LITTLE HARDER, I'D BE ABLE TO MASTER A SKILL...
2
WHAT ?!
3
NAW, NO...IT'S IMPOSSIBLE FOR ME... OR IS IT?
4
...WELL ...
5
HMM, HMM ...
6
WHAT SHOULD I DO NOW?

As with many Japanese books and magazines, you read manga pages in reverse order from how you would in a North American publication.



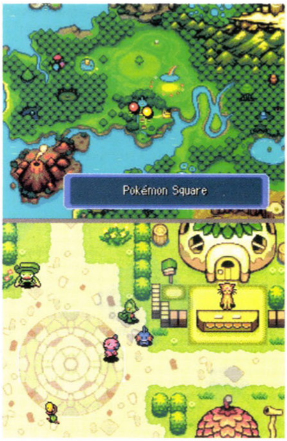
Within the panels, the characters' dialogue is displayed from right to left, as well. Action seldom spans over two frames—read all the words in one frame before going on to the next.

Hero in the Making

After you and your new friend rescue the Pokémon called out in the woods, it's time to head into the nearby Pokémon Square. Your first mission was geared toward saving Pokémon in peril, and it seems that there are plenty of those. The Pokémon world you're in is being ravaged by natural disasters of all kinds—earthquakes, floods, volcanoes, and much more—and Pokémon are organizing rescue teams to take care of them. You and your partner decide to go into business together rescuing endangered Pokémon—it'll turn out to be a fulfilling and lucrative business, as you earn praise for your performance, as well as rewards for completing missions. During the missions, you will also learn more about your purpose in the marvelous Pokémon world.

Your rescue team needs a base of operations; fortunately the lively village is a remarkable creation of the Pokémon who live there—ornate, Pokémon-shaped buildings house all sorts of shops and services. And it has the perfect spot for your team to build a headquarters. As soon as you establish a base, Pelipper, the local postal carrier, will begin delivering missions for you to undertake. Elsewhere in town, Kangaskhan Storage will hold onto your items while you're in a dungeon, and the Gulpin Link Shop will help you link and delink Pokémon moves. And if you're looking to hone your fighting skills, you can head to Makuhita Dojo for some customized brawling.

There's a lot more to see and do in Pokémon Mystery Dungeon, and many questions remain. We'll keep you up to date in the coming months as we learn more a .



You'll want to visit the town after every trip into the dungeon. Persian Bank will hold onto your hard-earned money for as long as you'd like.

DO YOU HAVE WHAT IT TAKES TO SAVE THE NEIGHBORHOOD?
MONSTER HOUSE™
THE VIDEO GAME
Explore the living and breathing "Monster House"
Battle enemies with your water blasters
Play as DJ, Jenny, or Chowder- each with their own abilities
Scary surprises lurk around every corner
see the movie, in theatres July 21st!
EVERYONE 10+
E 10+
Comic Mischief
Fantasy Violence
CONTENT RATED BY ESRB
NINTENDO GAMECUBE™
NINTENDO DS™
GAME BOY ADVANCE
COLUMBIA PICTURES
SONY PICTURES CONSUMER PRODUCTS
THQ®
www.thq.com

© 2006 Sony Pictures Consumer Products Inc. Monster House: © 2006 Columbia Pictures Industries, Inc. Source code: © 2006 THQ Inc. All rights reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ®, Game Boy Advance, Nintendo GameCube and Nintendo DS are trademarks of Nintendo. © 2004 Nintendo. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc.

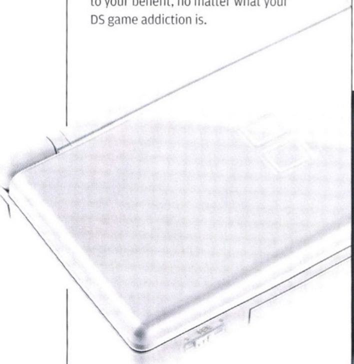
7 bright ideas

A big redesign with many small touches have combined to turn the DS Lite into Nintendo's best handheld ever. We take a look at how it's given games a surprising makeover, too. By Steven Grimm

1. Slimming Effect

We've loved the DS for stuffing so much under the hood. But now that the Lite isn't such a handful, we want to play 24/7.

The DS Lite has slimmed down so that it's just slightly thicker than the standard DS's lower portion is. That lends to the Lite's sleekness, but the change isn't about just good looks. Shedding 20% of the weight also plays a big role in gameplay sessions, since the slim-down makes a noticable difference in the handheld's heft. Any fatigue you've felt during long-haul sessions in RPGs like LostMagic and Mario & Luigi: Partners in Time is nonexistent when you play on the DS Lite. And you'll really feel the difference if you're among the hordes competing for hours on end in Mario Kart DS or Metroid Prime Hunters over Nintendo Wi-Fi Connection. The trimmed-down DS is to your benefit, no matter what your DS game addiction is.



2. Unified Designs

The screen sizes haven't changed one bit. But changes bring two-screen fusions to life like never before.

Look closely at the dual screens on the DS Lite; they're now closer together, and are joined by a streamlined hinge. Subtle, yes, but it adds up to a more-seamless experience in games that use the dual screens for integrated visual effects, from the "tall screen" format of Metroid Prime Hunters's cinematics to the stretched level designs in Mario & Luigi: Partners in Time. But it may also improve your gameplay in high-rise action games where objects move quickly between screens: Dual-screen action—like that in Magnetica, Metroid Prime Pinball, and the minigames in New Super Mario Bros.—is different on the Lite, and the difference becomes more apparent as travel between the screens heats up. The best example: Sonic Rush. Whenever the blue daredevil bounds back and forth between screens in the double-tall world, the Lite's seamless feel may improve your timing by an all-important fraction of a second.

063
0'20"25
x2

3. Sweet Ergonomics

Everything's exactly where it needs to be to meld with your grip.

Weight loss is one thing, but good ergonomics is another. The DS Lite has comfort in spades due to the smaller base and shifts in where the buttons are. You might not be struck by the difference in slower-paced, simply controlled titles, but you'll feel it right away in faster, more-complex games. Metroid Prime Hunters is a perfect example: Simultaneous stylus-and-button control is more manageable with the tightened DS design.

4. Tighter Control

Our thumbs are thanking the DS Lite. The action buttons reach perfection; function buttons get out of the way.

Meatier, slightly raised buttons with a touch of traction mean your fingers get a better grip, and softened edges make sliding your thumb between buttons smoother. Button-intensive games like Castlevania: Aria of Sorrow—where you go medieval on A, B, X, and Y in swift sequence—benefit the most from the redesign, but you'll feel the difference in any game that gives the buttons a workout. The Control Pad's size has also been dialed back, so your thumb needs to do less work to push left, right, up, down, and directions in between. That results in tighter control; in Mario Kart DS, we've been surprised at how many more turbo boosts we can squeeze out during a lap, and how turning corners has more-fluid steering. Even the function buttons are better. For example, the power switch has moved to the right side, it requires an upward flick to turn the Lite on, and a flick-and-hold to power down. Admit it: you've accidentally thumbed the power button during manic battles in Metroid Prime Hunters (or maybe that's just us).

5. Liking the Mic

Felt like the mic has been on the sidelines? Now it's in your face—which is exactly where your mouth likes it to be.

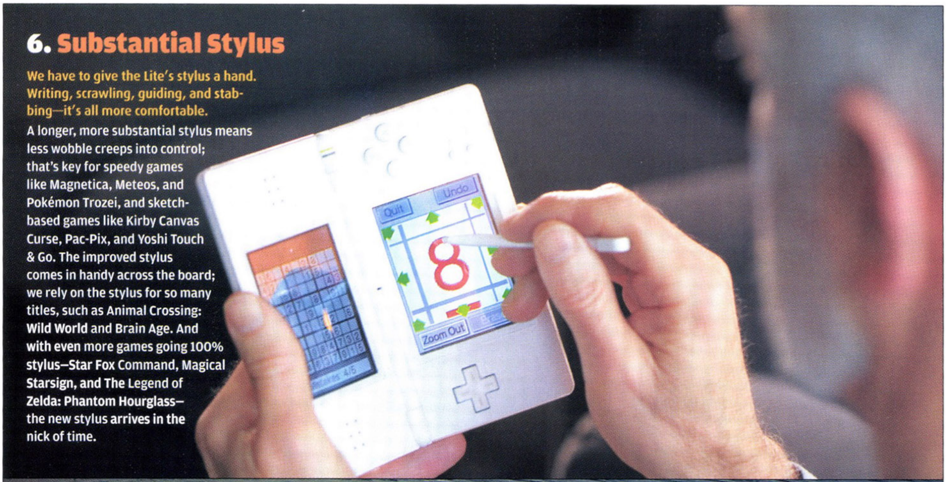
People who love their Nintendogs will appreciate this Lite refinement the most: The mic is now at the center of the DS experience, positioned on the hinge between screens, which makes mic-based gameplay more natural. How often have you shifted your DS during gameplay to aim your mouth at the mic? When playing Nintendogs on the Lite, you'll now talk to your puppy face-to-face. The happy, furry, slobbering illusion of it all is now uninterrupted even for a moment. The repositioning also lends itself to better mic gameplay all around, whether you're speaking into Brain Age or trash-talking before a Metroid Prime Hunters skirmish over Nintendo Wi-Fi Connection. Also more of a breeze: huffing and puffing into Rub Rabbits's blowgun minigame, performing CPR in Resident Evil: Deadly Silence, and blowing away Magnetica's puzzle-gunking ion clouds.

shake
MIC
12
9
3
6

6. Substantial Stylus

We have to give the Lite's stylus a hand. Writing, scrawling, guiding, and stabbing—it's all more comfortable.

A longer, more substantial stylus means less wobble creeps into control; that's key for speedy games like Magnetica, Meteos, and Pokémon Trozei, and sketch-based games like Kirby Canvas Curse, Pac-Pix, and Yoshi Touch & Go. The improved stylus comes in handy across the board; we rely on the stylus for so many titles, such as Animal Crossing: Wild World and Brain Age. And with even more games going 100% stylus—Star Fox Command, Magical Starsign, and The Legend of Zelda: Phantom Hourglass—the new stylus arrives in the nick of time.



7. Lively Shine

We've seen the light. After playtesting dozens of games on the DS Lite, we can testify that the brighter screen doesn't just make games seem clearer—it makes many look cooler.

It's a no-brainer that the Lite's four stages of brightness make all games better. The lowest setting provides the standard DS's level of illumination, and lasts up to 19 hours. And at its brightest, the battery life is still 5 to 8 hours—plenty for the typical obsessive session. High-contrast games are gorgeous when they're superbright: Illuminated objects set against darkness glow intensely; enemies in Metroid Prime Hunters and the critters in Electroplankton emit hyperenergy as if they've guzzled down radioactive Red Bull. High-cheer games—where the design's all bright, all the time—explode with enthusiasm and energy, which shouts happy-happy joy-joy for games like Animal Crossing: Wild World and all things Mario. The newfound brightness even breathes new life into your GBA collection: We've been sucked back into our favorite GBA games to marvel at how great they look when seen in a new light.

GUNSTAR SUPER HEROES
Yeah, yeah. Moving out!
ENERGY
1/11

SWORDS. SORCERY. CURRY.

SUMMON NIGHT

Swordcraft Story™

The much-anticipated RPG franchise finally comes to America!

Pratty
You're quite a nasty little runt, aren't you!?

Two main characters and eight paths through the game!

Rollicking real-time combat!

Pratty
I, uh, kiss other girls all the time...

Side-splitting comedy!

Hundreds of weapons to be found and forged!

EVERYONE 10+
Language
Mild Fantasy Violence
Suggestive Themes
CONTENT RATED BY ESRB

GAME BOY ADVANCE

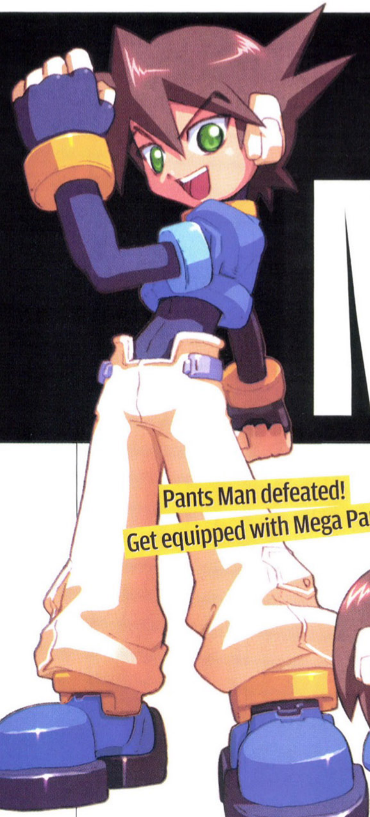
ATLUS®
WWW.ATLUS.COM

© FLIGHT-PLAN © BANPRESTO 2006 All Rights Reserved. Published and distributed by Atlus USA under license from BANPRESTO CO., LTD. SUMMON NIGHT Swordcraft Story is a trademark of BANPRESTO CO., LTD. and is used under license. ™, ® and Game Boy Advance are trademarks of Nintendo. © 2001 Nintendo. The rating icons are trademarks of the Entertainment Software Association.

A NEW MAN

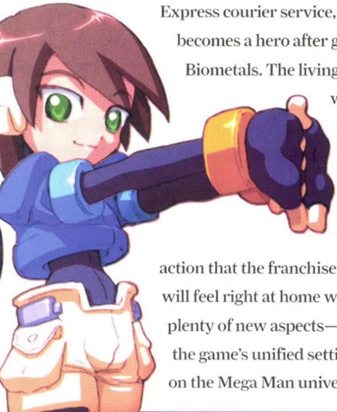
Featuring new characters, new abilities, and new transformations, Mega Man ZX is the DS evolution of Capcom's perennial franchise.

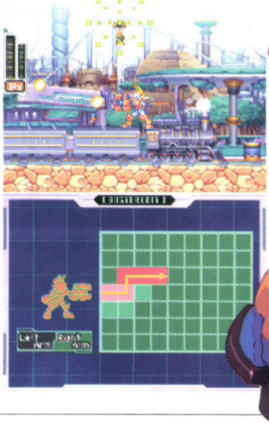
By Chris Hoffman

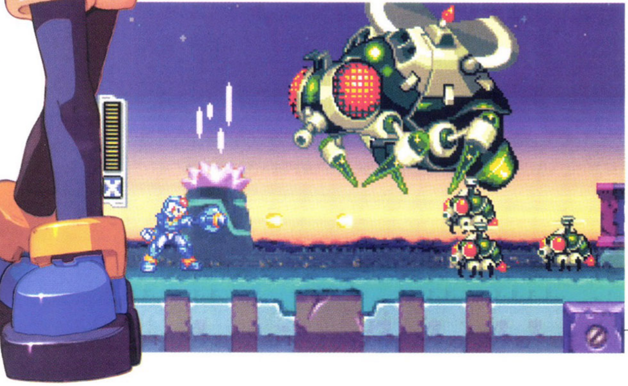


Pants Man defeated!
Get equipped with Mega Pants!

Set centuries after the events in the Mega Man Zero games, Mega Man ZX tells the story of an ordinary human—your choice of either Vent, a young man working for the Giro Express courier service, or Aile, his female colleague—who becomes a hero after gaining the power of substances called Biometals. The living metals contain information and weapon data from wars of the past, and when they merge with your hero, they allow him or her to become the next generation of Mega Man—which leads to all the 2-D side-scrolling platforming and bot-blasting action that the franchise is known for. While Mega Man fans will feel right at home with the familiar gameplay, ZX contains plenty of new aspects—such as Mega Man's myriad forms and the game's unified setting. We delve into this intriguing take on the Mega Man universe to see what sets it apart.







©Capcom Co., Ltd. 2006 All Rights Reserved.

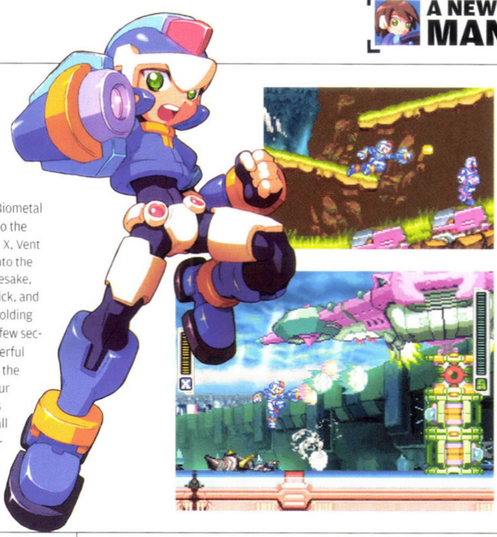
MODEL CITIZENS

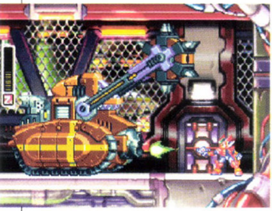
In human form, Vent and Aile can crawl through small areas, stay afloat in water, gather info from NPCs, and enter secure places armed warriors can't, but when it's time for action, they must harness the power of Biometals to transform into their powered-up states. By defeating Pseudoroid bosses and acquiring their Biometals, you'll be able to obtain multiple model forms—which you can switch to at any time using a feature dubbed the M.E.G.A. (Meta-Encapsulated Granule Awareness) system. Each model boasts unique weapons, abilities, and limited-use Overdrive modes that provide even more techniques.

X MARKS THE SPOT

MODEL X

When they merge with the Biometal that houses data equivalent to the legendary Reploid Mega Man X, Vent and Aile can "megamorph" into the mighty Model X. Like its namesake, Model X lets you dash, wall-kick, and charge up your weapon (by holding down the attack button for a few seconds) to release an extrapowerful arm-cannon blast. Model X is the first, most basic form that your hero acquires, and its powers are retained in other forms; all the other models are amalgamations of Model X and additional Biometal components.

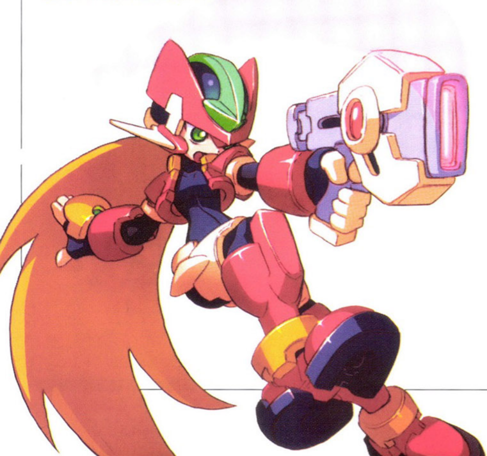




LIVE BY THE SWORD

MODEL ZX

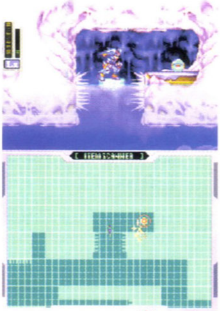
While your hero acquires the Model X abilities, your employer, Giro, receives the Biometal that transforms him into Model Z. After being trapped by enemy forces, however, Giro lends you his power, and the Biometals combine to create Model ZX. The ZX form looks and feels very similar to Zero's incarnation in the Mega Man Zero GBA games, and comes equipped with both the formidable Z-Saber blade and a projectile attack. You can charge up both weapons for even greater attack power.

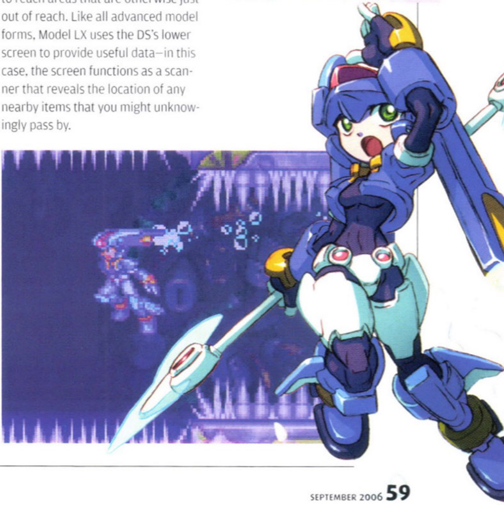


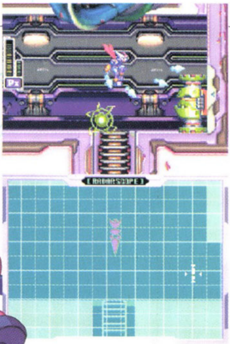
AQUATIC ASSAULT

MODEL LX

On land, Model LX can deal decent close-range damage with its double-headed halberd, but this ice-empowered form functions best underwater. When submerged, you can use Model LX to swim around freely and avoid hazards easily, and you can spin your halberd 360 degrees to wipe out any nearby foes. LX's charge move isn't an attack at all; it creates an ice block that floats in water and can act as a step to reach areas that are otherwise just out of reach. Like all advanced model forms, Model LX uses the DS's lower screen to provide useful data—in this case, the screen functions as a scanner that reveals the location of any nearby items that you might unknowingly pass by.

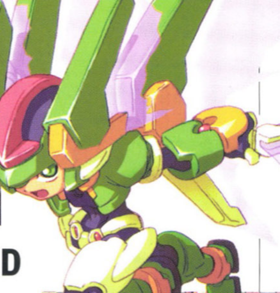






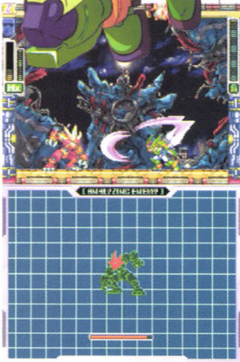
OUT OF THE SHADOWS
MODEL PX

The Biometal of the shadows, Model P, adds ninjalike capabilities to your hero's powered-up form. What Model PX lacks in power it makes up for with quick, wide-range offense; your standard ground attack becomes a rapid-fire multishuriken attack, and in the air, you'll send out numerous shuriken in a broad arc. Its charged attack is a spinning star that returns like a boomerang. Additionally, Model PX can cling to ceilings, and when you activate Overdrive mode, you can Shadow Dash through enemies and other hazards. When in PX form, the bottom screen becomes a radar scope that lets you use your heightened senses to spot enemies and hidden passageways.



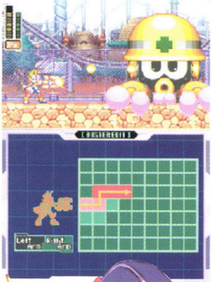
LIKE THE WIND
MODEL HX

Powered by the Biometal of the wind, Model HX specializes in aerial assaults. Unlike other model forms, Model HX can dash in midair, and it can even dash straight up, allowing it to reach areas other forms can't. Just as useful are the booster rockets that slow Model HX's descent when you hit the jump button while falling. As for offensive capabilities, the HX form has both a horizontal and a vertical sword slash (good for attacking enemies in a variety of positions), as well as an electrical-ball charge attack. Its lower-screen capability is enemy analysis, which reads enemy HP and identifies bosses' weak points.



FIRE ON HIGH
MODEL FX

When you need raw firepower, Model FX is the form of choice. Both arms of the FX form are equipped with massive cannons, and by accessing the bottom screen, you can use a grid to adjust each arm's firing patterns independently. When that isn't enough, you can charge up the cannons to release a fireball attack, which lets you smash through ice blocks and other obstacles. Model FX is also the only form that lets you fire directly upward.



MEGA-METROID?

ALL THE WORLD'S A STAGE

One of the biggest differences between Mega Man ZX and previous side-scrolling Mega Man titles is the implementation of a single, vast, interconnected world (similar to that of a Metroid game). When you select a mission (which usually culminates in a boss battle against a Biometal-hording Pseudoroid), you'll learn where to go next, but instead of warping into a stage, you'll need to explore to find each new area. As you obtain keycards and gain abilities by acquiring new model types, you'll be able to access additional regions of the world. Fortunately, teleportation points let you return to locales you've already visited. Along with features like Mega Man ZX's new forms, moves, and characters, the game's nonlinear structure helps elevate the Mega Man franchise to the next level.

ROBOT MASTER

With so many new elements permeating the latest evolution of the Mega Man saga, there's only one person who can explain what it all means: Mega Man ZX producer Takeshi Horinouchi. We recently spoke with Horinouchi to gain insight into the Mega Man ZX design process, what the developers' design choices mean for players, and what else is in store for the Maverick-hunting hero.

Nintendo Power: How long have you been involved with Mega Man, and what do you like about working on the series?
Takeshi Horinouchi: I first started on Mega Man Battle Network 4, so I guess it's been about four years. Mega Man ZX is about a human kid transforming to perform all sorts of cool actions. I like that the story has this regular, everyday kid using Biometals to transform and wield amazing powers. I also like how you can think about which of these powers and abilities to use to best get past certain parts of the game.

NP: Where does Mega Man ZX fit into Mega Man continuity? Will the Zero series continue separately?
TH: Mega Man ZX is independent of the Zero series. ZX is set several hundred years after the Zero series, and the gameplay style is more about exploring the map than completing a series of stages. Since the exploration gameplay style is so different from the Zero series, ZX is a brand-new game rather than a continuation of the Zero series. That being said, there are no plans at this time for a new installment in the Zero series.

> **"Being able to smoothly switch between different Mega Man model types . . . is what sets this new title apart."**

NP: Why did Capcom choose to retain elements from the Mega Man Zero games instead of going in a completely separate direction?
TH: Although ZX is a brand-new Mega Man spin-off, there are a lot of hardcore Zero-series fans, so we have carried over certain aspects of the Zero series. Past spin-off series have done this as well, and it is up to the fans to decide whether Model X equals X, and if Model Z equals Zero. As far as the plot goes, this is a brand-new Mega Man story, so knowing or having played Mega Man Zero is definitely not a requirement.

NP: What kind of things did you want to accomplish with ZX that haven't been done in previous Mega Man games?
TH: I came up with the M.E.G.A. system because we wanted people to be able to seamlessly switch back and forth and use multiple Mega Man forms in the game. Being able to smoothly switch between different Mega Man model types, something not possible in other Mega Man games, is what sets this new title apart.

NP: Why did you decide to make the main characters humans instead of mechanoids?
TH: Everyone has thought about becoming Superman once or twice, right? In Mega Man ZX, you play as a normal human, around the same age as the target audience for the game, and gain these superhuman powers by transforming into Mega Man using special Biometals. I think gamers will enjoy playing as a human character that transforms into Mega Man to fight this evil organization.

NP: What does the addition of a female playable character add to the game?
TH: Players can enjoy two storylines in Mega Man ZX. Of course, we could have made it so you play through both storylines as the male character. But half of the world is female, right? Since there are two storylines, I thought, why not give players the choice to play as a female character as well? Also, I think there are probably a lot of Mega Man fans who have been waiting to see a female Mega Man in a game.

The inclusion of human protagonists adds new gameplay aspects and story elements to Mega Man ZX.

NP: Which main character do you prefer playing as?
TH: Personally, I suggest playing through as Vent, then again as Aile. Aile's story gets closer to the core. Plus, Aile's storyline is a bit tougher than Vent's.

NP: What kind of a challenge level are you striving for?
TH: The easy/beginner mode will be very easy. Normal mode will be about as hard as Mega Man Zero, or maybe a little bit easier. But there will also be an unlockable hard mode that trumps the difficulty level of all the previous games. So fans who want a super Mega Man challenge will have to figure out how to unlock this hard mode.

NP: Are there still multiple weapons to acquire, or do the different forms replace the different weapons?
TH: By changing into different forms, or models, you will be able to use different kinds of weapons.

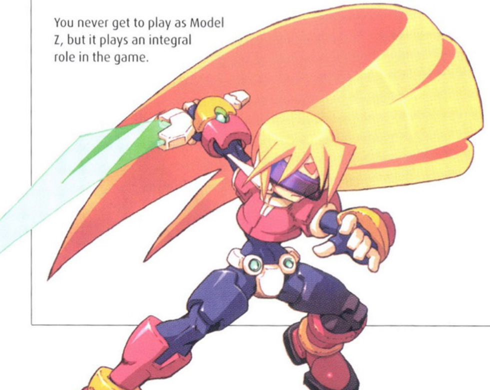
Model PX's Shadow Dash lets you pass right through enemies without taking damage.

NP: What are some examples of your favorite abilities that different model forms have?
TH: I like the Shadow Dash available with Model PX. This move is only available when the Overdrive is engaged, so it's one of the cooler technical moves.

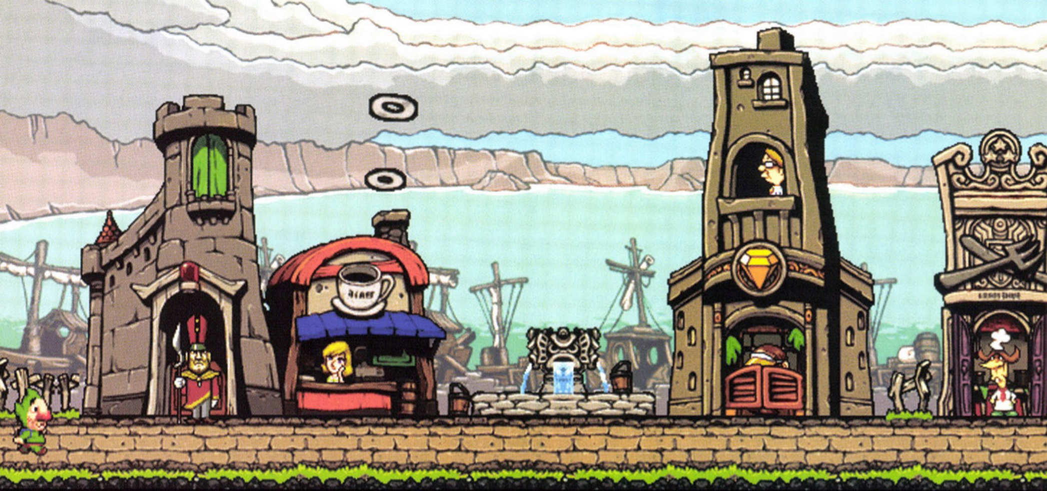
NP: Is there a playable Model Z form?
TH: No, there is no playable Model Z. It appears in the beginning of the game as part of the intro story.

NP: How does Mega Man ZX take advantage of the DS hardware features?
TH: When you are transformed into one of the many models, on the touch screen is a subscreen for that particular model. Most models will just show important information on the touch screen, but with the FX model, you will have the ability to modify the path of your Buster shots. I think the dual screens are a great match for the kinds of things we are doing with the different model transformations.

NP: How do you feel this game will appeal to players who've never played Mega Man before? And how do you think it will appease the old fans of Mega Man?
TH: With a new story and user-friendly difficulty settings, I think it will be very welcoming to players new to Mega Man. I also think that having a playable female main character available will appeal to even more gamers. For returning fans, I think they will find that the action is just as fast-paced and intense as other Mega Man games. I'm sure they will be quite satisfied with how it has turned out.



You never get to play as Model Z, but it plays an integral role in the game.



FAIRY TALE

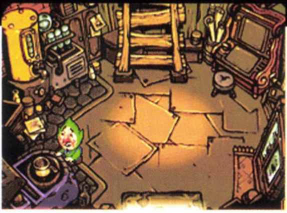
NEWS FROM JAPAN!

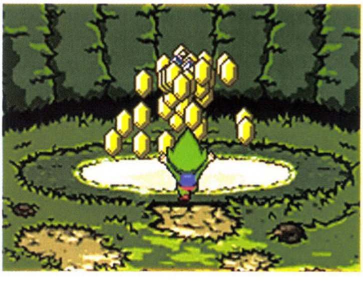
After settling for irregular appearances in Link's recent adventures, Tingle—the crazy-looking, green-tights-wearing oddity of the Zelda series—is getting his own DS game in Japan. And yes, it's bizarre.

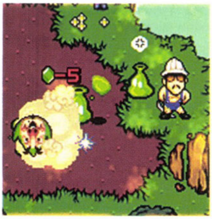
By Andy Myers

Ting-Who?

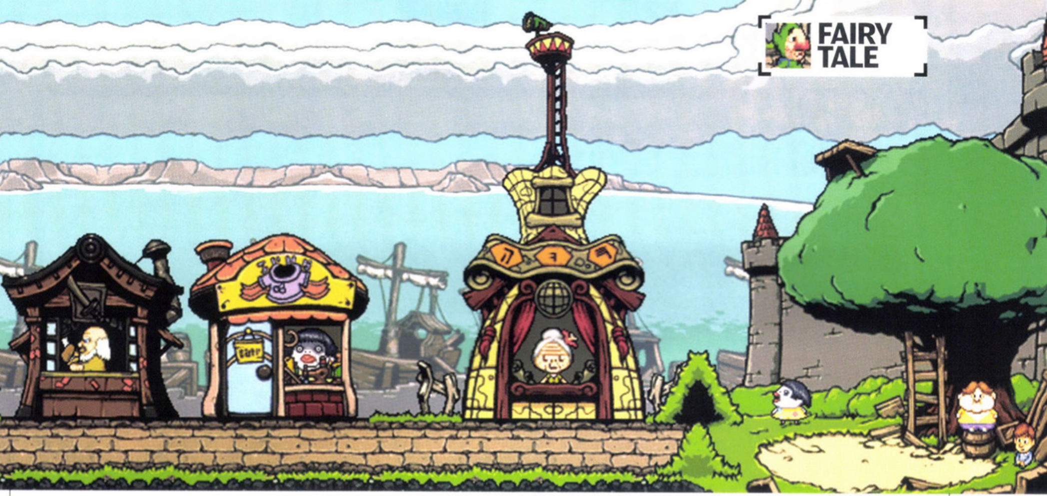
He's not Link, but he wears green and exists within the Zelda universe. He's not Superman, but he dons tights and flies occasionally. He's Tingle, the unforgettable, balloon-riding anomaly that has shown up in just about every Zelda title since Majora's Mask. And this year, Tingle has landed his first leading role in Mogitate Tingle no Barairo Rupee Land (which translates to Freshly Picked Tingle's Rose-Colored Rupee Land . . . seriously), the first ever spin-off of the world's most beloved gaming franchise. Why does Tingle deserve such an honor? Maybe because, after playing the supporting role six times, it's his turn. Or possibly because even the Zelda universe could not contain Tingle's strangeness. Most likely, though, it's because Tingle is a character that merits explanation. Each time he appears in a Zelda title (see the sidebar on page 64 for a bit of Tingle history), the more mysterious he seems. How does Tingle fit into the Zelda universe? Why does he look the way he does? Is he a hero or a villain? What's the deal with his Rupee obsession? Rupee Land sheds some light on the man, the myth, the legend that is Tingle, and offers a gameplay experience as eccentric as the middle-aged, fairy-cosplaying oddball himself. Read on to learn more about Tingle's unique DS game, and when you're finished, take part in an online survey regarding our little friend.







Rupees are the name of the game in Tingle's first-ever solo adventure, slated for a Japanese release this year.



What's Tingle's Story?

Rupee Land's hero begins the game as a working stiff, bored with life and wishing for something a little different. But when he hears a magical voice coming from the lake near his house, everything changes. The voice is that of the Rupee Master, who invites Tingle to come to Rupee Land, a utopian paradise where all his wildest dreams will come true. But there's a catch—Tingle must deliver a large quantity of Rupees to the Rupee Master before he'll be granted access to the dream world. Our hero eagerly accepts the challenge, transforms to the green-clad Tingle we know and love, and embarks on a quest to find Rupees.

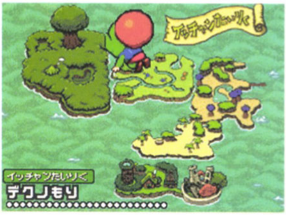
Everything in Tingle's world revolves around Rupees. They are his currency, his driving force, and even his lifeblood. (If you run out of Rupees in the game, Tingle will die.) Because of their great value, you must decide carefully where to spend your hard-earned gems. If you want to gain entrance someplace, you have to pay; if you want to learn valuable information, you have to pay; if you just want to have a friendly conversation, you have to pay. The trick is that you never know how much you'll need to shell out. Bartering with Rupee Land's wild cast of characters is often a guessing game in which you're forced to gauge an item's worth. If you don't give enough, you lose the Rupees and you're back to square one. And on occasions when people want to give you Rupees, you must ask for the right amount—if you ask too much, they'll refuse to pay at all.

Who Will I Meet?

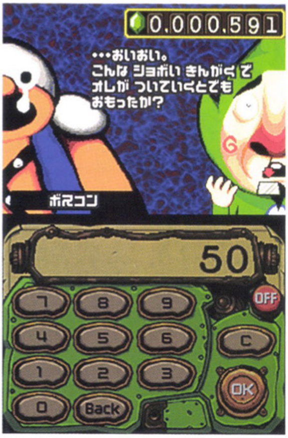
Rupee Land's loose financial system may be a bit unorthodox, but it should be; it adds to the peculiarity of Tingle's world. Nearly everyone you meet in the game has idiosyncrasies, making Tingle almost normal by comparison. And the farther Tingle wanders from home, the crazier the locals get. The game's strong focus on Rupees encourages you to interact with the folks you come across on your journey, while allowing a certain amount of freedom in how you do so.

After the aforementioned Rupee master, the first person you'll meet is Tingle's guide, Pingle. She'll show you the ropes, and will always be accessible at home, via Tingle's computer. Once you leave home, though, the adventure truly begins. You'll soon encounter an old lady who can't see very well. She'll make you a deal—if you help her finish drawing her maps, she'll allow you to use them on your journey. From that point on, when you see something on an area map that doesn't match the world itself, you can use the stylus to draw in the missing element, then return to the map lady to receive a reward.

Much of Rupee Land plays out like a scavenger hunt. You'll meet someone who wants something, and you'll need to fetch the item before you can progress any farther. Sometimes this means finding ingredients for a specific recipe, then taking them back to your home to prepare. Most of the commerce takes place in or near the main town, but you'll eventually have to head out into the great unknown, solving puzzles, fighting monsters, and surviving Rupee Land's dungeons—all part of your continuing quest for more Rupees.

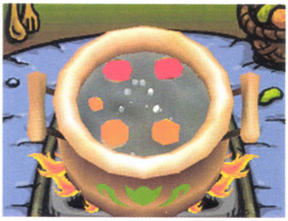


Tingle's balloon-riding skills come into play as he travels throughout the game's 10 islands.



…おいおい。
こんな ショボい きんがくで
オレが ついていくとでも
おもったか?

If you want to make a new friend, you'll usually have to grease his palms. How much? It's always up to you.



When preparing a recipe, you'll use the DS stylus to stir the pot. If you don't stir fast enough, the contents will burn.

KOOLOO-LIMPAH!

A Brief History of Tingle

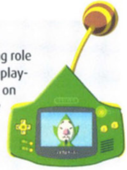
Majora's Mask (N64)
Tingle debuted as the eccentric map salesman in Majora's Mask. To do business with Tingle, Link had to shoot him out of the sky by popping his balloon. A man claiming to be Tingle's father appeared later in the game.

Super Smash Bros. Melee (GCN)
Tingle made a couple of quick cameos in SSBM—one on the Termina Bay stage, and the other as an unlockable trophy.

Four Swords Adventures (GCN)
In Four Swords Adventures, Tingle granted access to the Tingle Tower to play minigames, plus he was the annoying gem thief in the game's main quest.

2000 2001 2002 2003 2004 2005

Oracle of Ages (GBC)
In Oracle of Ages, Tingle provided Link with the Island Chart (after being shot down, of course). He also played a role in Ages' companion game, Oracle of Seasons, via the password linking feature.



The Wind Waker (GCN)
Tingle played his largest supporting role in The Wind Waker. Not only were players introduced to Tingle's brothers on Tingle Island, but Tingle is actually playable (with a connected GBA and the in-game item known as the Tingle Tuner).

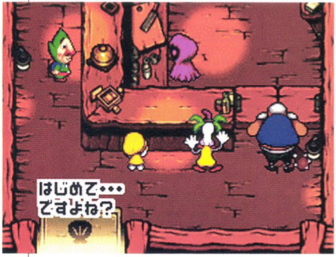
The Minish Cap (GBA)
Tingle returned (along with his brothers) for a role in The Minish Cap. If you fused Kinstones with Tingle and his bros, you could acquire the Magic Boomerang.

How Do I Play?

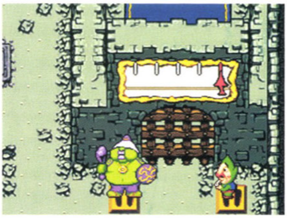
Everything about Rupee Land defies normalcy, including how you control the action. Though you'll move Tingle using the Control Pad, you'll need to keep the stylus handy for just about every other activity, from scrolling through menus to battling enemies. The game's fighting system is about as unique as can be. When you approach an enemy, you'll be thrown into a cloud-forming, cartoonish brawl. You can control the movement of the dust ball somewhat with the Control Pad to pick up other enemies as you go. Success requires adding to the chaos by tapping the screen with the stylus. The more rapidly you tap, the better Tingle's outcome (which often involves gaining or losing Rupees).

Skirmishes in Rupee Land's overworld are few and far between—it's when you enter one of the game's dungeons that the action heats up. Because Tingle doesn't level up in the traditional sense, you'll have to enlist help to make it through the dungeons in one piece. Enter the bodyguards. These brutes come in all shapes and sizes (there are around 30 bodyguards in the game), and will help you gain the advantage in a brawl. The bodyguards can also help you solve puzzles, getting you that much closer to the boss battle at the dungeon's end. Rupee Land's epic boss battles each introduce new gameplay mechanics (always involving the touch screen), and are easily the highlight of the game.

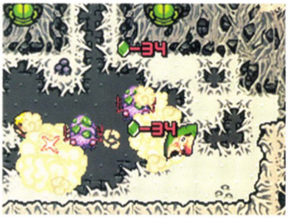
Whether you're making friends, slaying monsters, or figuring out puzzles, Tingle's adventure is all about one thing: Rupees. When you've accumulated a substantial sum, you can return to the Rupee master to turn them over. Sometimes, the Rupee master will expand Tingle's world, allowing him to continue on his quest. But no matter how far from home Tingle travels, there's always one question on his mind: Will the next sum be enough to earn entrance to Rupee Land?



You can hire bodyguards at the local bar, but it will cost you.



Bodyguards are good for more than just fighting. Often, you'll need them to solve puzzles.



Tingle's skirmishes (which resemble cartoon-style brawls) can be swayed with the stylus.

Will Tingle Come Stateside?

We don't know. As of yet, Mogitate Tingle no Barairo Rupee Land has not been announced for release outside of Japan. But Nintendo is interested in your opinion regarding the green man's first game. Does it look fun? Does it look lame? After reading this article, visit the URL below to let the Big N know your impressions.

Let Your Voice be Heard!
Visit www.nintendo.com/tinglesurvey to participate in a Nintendo-sponsored survey!

GOBBLE. MUNCH. VROOM!
LAP 3/3
1ST
PAC-MAN
WORLD RALLY

PAC-MAN AND AN AMAZING CAST OF NAMCO CHARACTERS ARE BACK IN THE FASTEST, MOST EXCITING KART RACING GAME EVER! RACE ON WILD TRACKS OR FIGHT IT OUT IN BATTLE MODE WITH CRAZY PAC-POWERS AND EXCITING NEW WEAPONS.

EVERYONE
E
CONTENT RATED BY ESRB
Mild Cartoon Violence

NINTENDO GAMECUBE

SMART BOMB INTERACTIVE

PC CD-ROM SOFTWARE

BANDAI NAMCO Games

PAC-MAN® WORLD RALLY ™ & © 1980-2006 NAMCO BANDAI Games Inc. 2006 All Rights Reserved. "PlayStation", "PS" Family logo and "PSP" are registered trademarks of Sony Computer Entertainment Inc. Memory Stick Duo™ may be required (sold separately). TM, ®, and the Nintendo GameCube logo are trademarks of Nintendo. © 2001 Nintendo. Software platform logo (TM and ©) IEMA 2006. The ratings icon is a registered trademark of the Entertainment Software Association. All other trademarks are owned by their respective owners.

OUTFOX THE OPPOSITION!

Join Mario, Samus, and Fox McCloud for head-to-head action on a new DS Lite! And take on gamers around the world any time you want with Nintendo Wi-Fi Connection and Mario Kart DS and Metroid Prime Hunters.

NINTENDO POWER

PLAYER'S POLL SWEEPSTAKES

September 2006

GRAND PRIZE

10 WINNERS

Win a Nintendo DS Lite and start racing, blasting, and dogfighting via your copies of Star Fox Command, Mario Kart DS and Metroid Prime Hunters.

STAR FOX COMMAND
NINTENDO DS
MARIO KART DS
METROID PRIME HUNTERS

SECOND PRIZE

25 WINNERS

Take flight with Fox, Slippy, and Falco in Star Fox Command, only for Nintendo DS.

STAR FOX COMMAND
NINTENDO DS

THIRD PRIZE

50 WINNERS

If you're gonna play like a winner, you gotta dress like a winner in NP's 2006 T-shirt.

I'M READY TO PLAY.

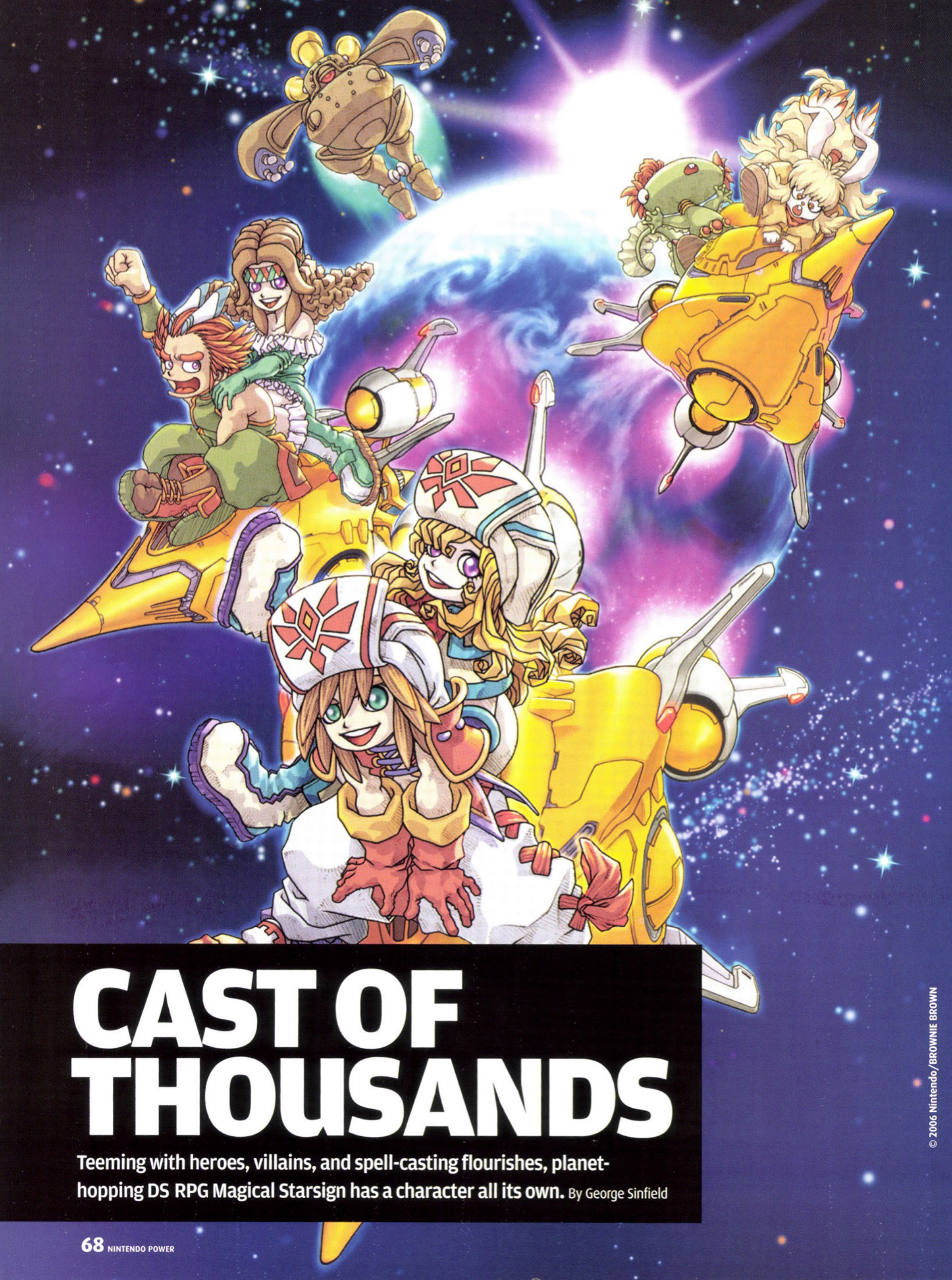
OFFICIAL SWEEPSTAKES RULES

NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. Only legal U.S. or Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("Sponsor") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter, either fill out and mail in the Player's Poll entry form or print your name, address, telephone number, and the words "Star Fox Command" on a 4" x 6" postcard, and mail the entry to this address:

NINTENDO POWER
PLAYER'S POLL VOL. 207
P.O. BOX 97062
REDMOND, WA 98073-9762

One entry per household. To be eligible to win a prize, entries must be completed and received by Sponsor by 09/01/06 ("Entry Deadline"). Sponsor is not responsible for: (a) late, lost, illegible, or misdirected mail; (b) disruptions or damages due to events beyond Sponsor's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 09/20/06, winners will be randomly drawn from all eligible entries received by the Entry Deadline. Canadian entrants may be required to correctly answer a timed skill testing question to claim a prize. Sponsor will attempt to notify winners by mail by 10/20/06. Prizes not claimed within 14 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Unless prohibited by law, winners consent to Sponsor's promotional use of their names, likenesses and other personal information without further compensation. Odds of winning depend on total number of eligible entries received. Many will enter, a total of 85 will win. No transfer or substitution of prizes permitted, except that Sponsor may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 10/20/06) a list of winners, send your request to the address above. VT residents may omit return postage. Grand Prize: Ten (10) Grand Prize winners will each receive one (1) Nintendo DS Lite video game system, one (1) copy of Star Fox Command, one (1) copy of Metroid Prime Hunters, and one (1) copy of Mario Kart DS for the Nintendo DS. ARV: $234.96 each. Second Prizes: Twenty-five (25) Second Prize winners will each receive one copy of Star Fox Command for the Nintendo DS. ARV: $34.99 each. Third Prizes: Fifty (50) Third Prize winners will each receive a Nintendo Power T-shirt, ARV: $10.00 each. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Affidavits not returned to Sponsor within 20 days after notice, will result in prize forfeiture. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Sweepstakes at any time if causes beyond Sponsor's control affect the administration of the Sweepstakes or Sponsor otherwise becomes (in its sole discretion) incapable of running the Sweepstakes as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Sweepstakes and all accompanying materials are Copyright © 2006 by Nintendo of America Inc.

PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

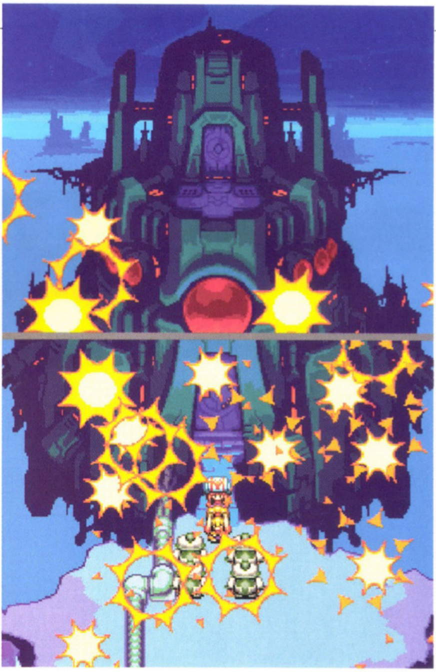


CAST OF THOUSANDS

Teeming with heroes, villains, and spell-casting flourishes, planet-hopping DS RPG Magical Starsign has a character all its own. By George Sinfield

© 2006 Nintendo/BROWNIE BROWN

Magic fills the air and both DS screens in Nintendo's Magical Starsign, the story of six sorcerer's apprentices who make spells fly and foes falter in a round-the-universe tour of exotic locations and epic battles. As the planets lock into alignment, the students gain power and conviction to save their wayward teacher, Miss Madeleine.



Magical Starsign's gorgeous graphics really come alive on the dual screens. And what whimsical RPG would be complete without a flying fortress?

Magical Starsign is a sequel, but it plays like a stand-alone title; it takes place long after the events of Magical Vacation, the original Japanese GBA game, and features only a few in-common characters. In Japan, the sequel retains the Magical Vacation name, but it's a bit of a misnomer. The students from the Wil-o'-Wisp Magic Academy are not on a mind-expanding holiday like the group from the original title; they're on a rescue mission—one in which they scatter to the far corners of the universe to find their missing professor and get to the bottom of a worlds-threatening plot.

You take charge of one of the magicians in training, selecting a boy or a girl character that you get to name, then you team up with the others over the course of the adventure. Each of your five classmates specializes in an elemental magic style: earth, water, fire, wood, or wind. Your character adopts healing light magic or damaging dark magic as a specialty, and takes the lead in planetary exploration. At the beginning, the students fly off in six directions, looking for Miss Madeleine's reported location, the wind planet Puffoon. As you shuttle from one planet to the next, you catch up with your comrades until you have a full search party. From that point, the class works as a team to reach the goal.

The adventure is long and loaded with quests and humorous characters. Developer Brownie Brown has mastered a light, spirited tone, and likes to spin a twisted tale. The company created GBA title Sword of Mana (published by Nintendo in 2003), and recently developed MOTHER3 (part of the Japanese series known as EarthBound in North America). Given that pedigree, you know that you'll have a great time finding out where the Magical Starsign story takes you.

The art style, too, is a pleasure. The character design is playful, vibrant, and prolific, giving us everything from potted plants that walk around on stubby legs to a two-screen-tall ant queen, and from an aged alligator who wears flowing robes to a pack of killer robots. The environments are lush and varied, and the depiction of technology is straight out of Jules Verne: Rockets with ornate metalwork blast from turn-of-the-19th-century towers. You'll want to spend a lot of time in this world, and the long story will oblige.

Rock, Paper, Lasers

Battles are turn-based demonstrations of dazzling animation and magical effects. You can trigger physical attacks (some enemies are weaker to your kicks than to your incantations), but magic is the game's bread and butter. You earn magic points with every victory, so you can keep casting for a long time before you have to fill your reserves.

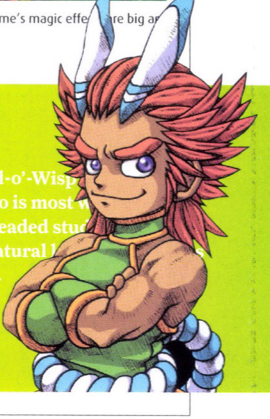
As in many games, each magical element overpowers another one—earth magic beats water magic, water extinguishes fire, etc.—until the magic-trumping circle is complete, like a sorcerer's version of Rock, Paper, Scissors. Furthermore, the power of an elemental affiliation increases when the planet that you are on drifts into an orbit that favors a particular element. The power increase can be as much as threefold. An upper-screen chart that you can consult during battles shows your location's current magical alignment.

The game's magic effe re big a bold.

FIRESTARTER

Pico

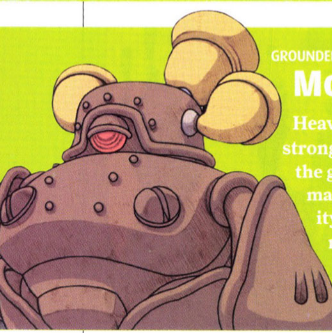
All of the students of the Wil-o'-Wisp gifted magic casters, but Pico is most w about his abilities. The hotheaded stu magic considers himself a natural l s temper often gets in the way.



WAVERIDER

Sorbet

As cool as a lake in the winter and as strong as a river after the thaw, Sorbet is skilled in water magic. And if her ability to flood the environment doesn't knock you off your feet, her wit and intelligence will.



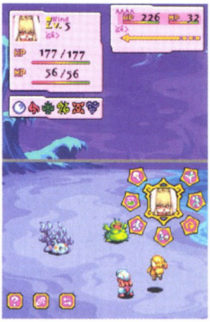
GROUNDED BATTLER

Mokka

Heavy robot Mokka has a strong relationship with the ground. His earth magic gives him the ability to shake up his surroundings and dominate water-magic opponents.

Light and dark magic are unique; their strength is not affected by the relationship of the planets, but light magic is stronger in the daylight hours and dark magic dominates at night. When you stay at an inn, you can choose to check out in the morning to give your light-magic character an advantage, or in the evening to give your dark-magic character the edge, but at other times you have little control over the magic matchups. Sometimes you have to power through with a slight disadvantage and hope that your decisions during battle allow you to triumph. Late in the game, you are given more choices that let you develop advanced strategies about the types of magic that you will use in a given situation.

The combatants on your side of the struggle can stand in either of two rows. The characters in the front row can dish out physical attacks, and protect those in the back row from direct contact with enemies. The magic cast by characters in the front row can hit one enemy per turn. Magic users in the back row are not able to reach their enemies via physical attacks, but their offensive magic targets every enemy. Back-row casters can also heal every member of the party at once with magic- and health-regenerating spells.



Though the battles are classic turn-based affairs with choices presented through Brownie Brown's signature ring menus, timing does work its way into conflicts between parties. By tapping characters with your stylus at the moment of an attack's impact, you can increase the damage that it causes to an enemy, or limit the effect that it has on an ally. In most battles the additional effort has only a small impact on the out-

WHAT'S YOUR STARSIGN?

Brownie Brown has a reputation for making RPGs with colorful characters and humorous stories. We spoke with director Nobuyuki Inoue, along with background designer Koji Tsuda, about Brownie Brown and its latest effort.

Nintendo Power: What is the story behind the name Brownie Brown?
Nobuyuki Inoue: By naming the company Brownie Brown, we hoped to show that we have the same strong work ethic as Brownies, the fairies of European folktales.

NP: What is the company philosophy behind character creation?
NI: One way that we create characters is to use characteristics from everyday items. For example, if we were to design a character around a computer mouse, that character would have very quick moves, and would be a loyal and hard worker. There are two kinds of computer mice: analog rolling-ball mice and optical mice. The rolling-ball style is outdated. No one likes it anymore. There might be crates of unsold rolling-ball mice sitting in a warehouse somewhere. When I think about things like that, I feel an affinity for the object and can conceive of a character based on its attributes, with its own story.

NP: What makes a Brownie Brown game different from other RPGs?
NI: There are many unusual creatures in our games, but they are all loveable in their own way. I want to create games that generate good will, for players to have a lot of different experiences, and to have good feelings about the game once the adventure is over.

NP: How would you describe the humor in Magical Starsign?
NI: I think that humor has the power to turn a bad situation into a good one. When I feel like I'm having bad luck, such as having to stop at a red light for five intersections in a row, I can turn that around to a more comfortable feeling if I make a joke about it. The sense of humor in Magical Starsign is not one that makes fun of others. It comes from unusual situations that you find yourself in and lets you laugh at your predicament.

NP: How did you decide how to make use of the DS's features?
NI: We put a lot of thought into how we would use the two screens. Having someone move their eyes vertically is the best way to express that an object is very large. It also adds depth to the scenes. By making the magic-attack animations jump up to the top sceen, we can suggest distance between the characters on the bottom screen in an intuitive way.

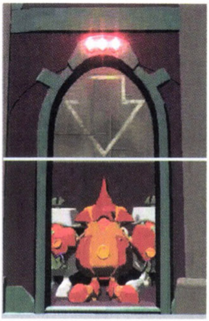
NP: What other new concepts did you explore for Magical Starsign?
NI: Amigo mode is a unique system that allows players to play side by side. I would like people to know that their partners in the game are reliable but that their friends in the real world are reliable, too. It's easy to connect

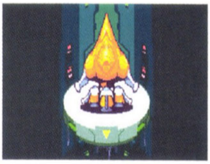
come, but in close battles it may be just enough to put your side over the top.

Magic power extends beyond battles. Your party members can cause environment-changing events through their magic specialties. For example, early in the adventure, wind-magic specialist Lassi uses her abilities to turn a windmill that generates the electricity needed to unlock electric doors. Earth-magic user Mokka shakes the ground in another place to create an opening to an enemy hideout. After considering your characters' abilities, you'll know the right actions to take.

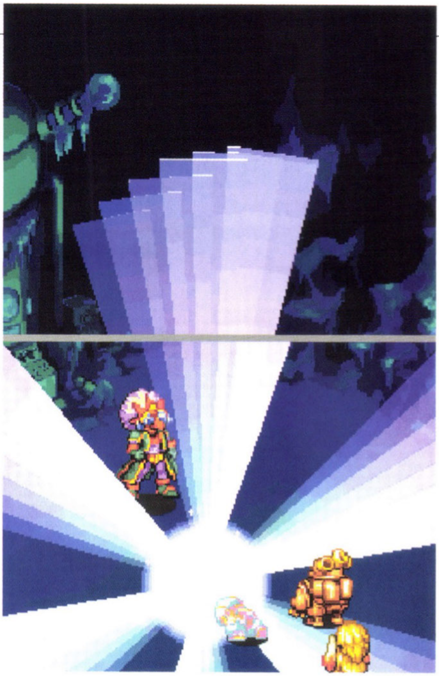
Dual-Screen Discovery

Brownie Brown has made the most of its first DS effort. Boss battles are two screens tall, and creatures tower over your party. The environment shines when viewed with two screens, and cut-scenes unfold with bold, vertical images.





Though you can guide the members of your party by using the Control Pad or the four face buttons, you can also play through the entire game via touch control. For exploration, you tap the screen with your stylus at the place where you want your party to go. If you're in an open environment, the stylus will act as a carrot at the end of a stick, and your party will walk until it runs into an obstacle or you lift the stylus from the screen. If you tap a non-player character with the stylus, your party will walk up to that character and engage in a conversation. Once you



A few hours into the game, you'll have a team of three. Later, the group will build to a total of six adventurers.

with other people when you're playing an online game, but for local wireless play with a portable game, you need to find a friend who is playing the same game. I want players to appreciate the extra effort that they have taken and to enjoy the fact that they have a friend who likes the same game. When you're playing in the same room as someone else, you share game strategies and also have conversations about other subjects. It's a bonding experience.

NP: How do you expect players to prepare or to change strategies based on planetary alignment?

NI: Each character has his own guardian planet. There are five guardian planets and two special magic affiliations. The universe of Magical Starsign is divided into five different areas around the sun. When the sun's light is directed at an area that is occupied by a character's guardian planet, that character's magical power gains strength. If you are lucky, all of your characters will have fortuitous planetary alignments and more magical strength. If you are not, none of them will.

Magic cast by a character whose guardian planet is the water planet has power over those associated with the fire planet. When you have battles on the fire planet, you should fight when the sun is shining in the direction of the water planet. If the planet is not in the right alignment, you can use magic to move planets as you want them. Strategies can develop from this. You can have your characters with advantageous magic affiliations lead the fight while your other characters concentrate on using magic to move the planets. Battle strategies will continue to evolve. It's important that you continue to pay attention to the planets' locations.

NP: How do you describe the art style of Magical Starsign's environments?

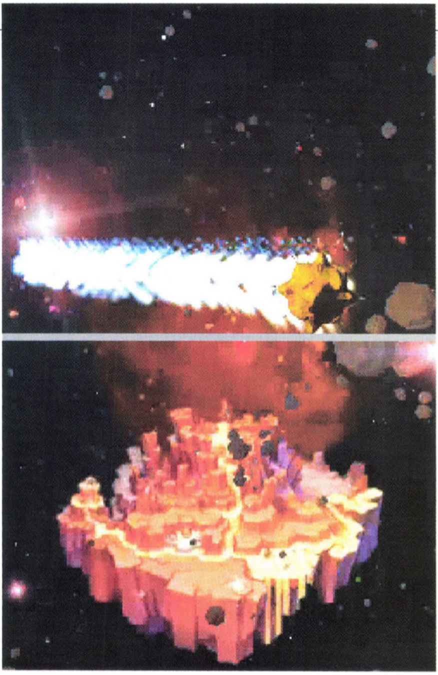
Koji Tsuda: My task is to create artwork that is accessible and easy to understand. The style of Magical Starsign is flat compared to that of our other games, but there are a lot of interesting shapes and curves. I paid a lot of attention to the differences in culture and style for each planet: The soil planet is rough, the water planet is smooth. For the rockets in the beginning of the game, I wanted to use a retro look. Images from Jules Verne novels gave me inspiration. For rockets that show up later in the game story, I originally came up with a simpler design, like that of an old manga, and after many iterations they took shape. A lot of different rocket designs can be seen on the soil planet.

NP: What is your inspiration for Magical Starsign's stories?

NI: I've been influenced by many different novels and films. Some prophecies and mythologies, such as Mayan mythology, have also influenced me. I'm especially intrigued by stories about the sun's power diminishing. When I was in elementary school, the prophecies of Nostradamus became very popular in Japan. That made me think about the end of the world. It influenced me a lot. Since I'd really like to go into space, I chose space travel for this title. I think about that kind of thing all day. If I look back at my sources of inspiration, they eventually lead to illustrated reference books that I read when I was young. Even now, I would like to watch the great red spot of Jupiter in close distance or reserve an astronomical observatory in Hawaii for a day.

NP: Is there anything else that you would like to add about Magical Starsign?

NI: However desperate your situation is, magic can solve it. What is magic? You can find it in this game. Enjoy!

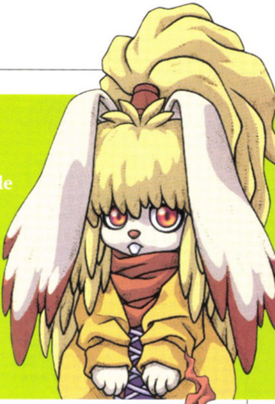


Cut scenes, such as the ones that show the heroes hopping from one planet to the next, are presented on both screens with cartoon quality.

WISPY WARRIOR

Lassi

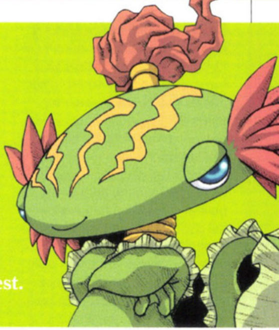
She may seem as gentle as a summer breeze, but wind-magic user Lassi can create quite a torrent. Your floppy-eared friend is scattered, but in combat she's a focused fighter.

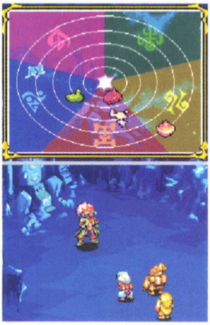


GREEN FIEND

Chai

An easygoing salamander who blends into his environment, Chai is well on his way to becoming a master of the wood element, the magic generated by the forest.





At the beginning of each battle, a chart shows which elements are strongest.

get the hang of directing your party through the environment (which doesn't take long), you can zip through areas, and get to the battles much faster than you would with the Control Pad method.

Similarly, touch-controlled battles are a snap. On each character's turn, a ring menu loaded with options for that character appears. You simply tap the icon for the action you want the character to carry out. If you choose to attack a single foe, after you select the attack method (physical attack or magic spell), you tap the enemy then watch the attack unfold, usually with extra-flashy and gloriously satisfying results. If your character is in the back row of your allied configuration, his magic attack will target every enemy. After you select the spell, a shaded oval will appear around all of the enemies. Tapping the oval commences the attack.

You might not think it possible to control all of the functions in an RPG with simple touch-control methods. But you don't have to think about the control methods when you're playing Magical Starsign. They're practically transparent. That gives you more of a chance to immerse yourself in the story and the battle at hand, and to develop attack strategies rather than concern yourself with controller issues.

Life Imitates Art

Just as the game story follows six fictional friends through enemy-packed locations, six Magical Starsign players can link up in Amigo Dungeon mode and explore the game world, competing to see which fighter can win the most battles within a set time. Location selection is limited to places that all linking players have visited already in their single-player adventure, and each player can choose from the characters in his single-player game's party.

Tag mode is another multiplayer option. It functions similarly to Bark mode in Nintendogs or Rival mode in Metroid Prime Hunters. When you set your game to Tag mode then close your DS, the unit will search for other DS systems equipped with Magical Starsign. If it finds one, it will exchange information and a letter (written on stationery from the location that your single-player party is currently exploring), and an item, an egg, or both an item and an egg. Transferred eggs hatch eventually, releasing one of six playable egg characters which you can use instead of the other characters in your party during the single-player adventure. Egg characters level up only through additional Tag-mode connections.

The game provides the kind of long, colorful, and entertaining role-playing that only Brownie Brown can deliver. Keep watching Nintendo Power for new information as it is revealed leading up to its October 23rd launch.

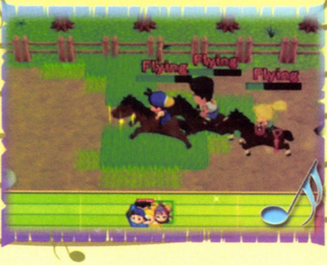
HARVEST MOON®
Magical Melody

Create Your Own Magical Tune!!

- ♪ Purchase land and furniture to expand your farming empire!
- ♪ Plant crops, raise livestock, dig for gems or just fish!
- ♪ Play as a girl or as a boy!
- ♪ Unlock hidden multiplayer mini games!
- ♪ Beat your farming rival in the fields and at the festivals!

summer 10 Thu
am07:50

winter 15 Sat
am06:50


Flying
Flying
Flying

EVERYONE
E
Visit www.esrb.org for more ratings information.
ESRB CONTENT RATING www.esrb.org

NATSUME®
Serious Fun®
www.natsume.com

LICENSED BY NINTENDO. NINTENDO® AND NINTENDO GAMECUBE™ ARE TRADEMARKS OF NINTENDO. ©2001

Harvest Moon, Natsume and Serious Fun are registered trademarks of Natsume Inc. ©2006 Natsume Inc. ©2006 Marvelous Interactive Inc. All Rights Reserved.

It's Bro Time

>NEW SUPER MARIO BROS.

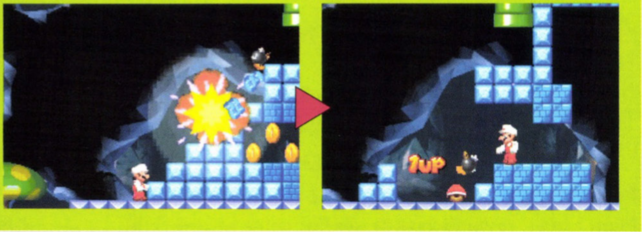
With Luigi at your side and all the lives you need, you'll have no trouble stomping the Koopa king.

PLAY AS LUIGI:

The game may have Mario's name in the title, but Luigi can have his chance to be the star as well. When selecting your game file (either starting a new game or continuing a game), hold down L and R and press A. The game will say "Luigi," and you'll start the game as the green-garbed plumber.

EXPLOSIVE 1-UP TRICK:

We covered some of the best techniques for snagging 1-Ups in our New Super Mario Bros. miniguide in vol. 205, and here's one more: In World 4-5, proceed to the right until you come to the pipe that continually generates Bob-ombs. Cause the Bob-ombs to explode in the middle of the nearby staircase-shaped block formation (using fireballs helps) thereby digging a shallow pit with unbreakable blocks on either side. The Bob-ombs that emerge from the pipe will walk into the pit, so toss a Koopa shell in with them. With each Bob-omb the shell hits, you'll gain bonus points and eventually extra lives.



Monster Mash

>RAMPAGE: TOTAL DESTRUCTION

Even giant mutant freaks can use some support now and then, so power up your monsters and unlock all of the game's features with these codes. At the title screen, press L and R to make the code-entry screen appear, then use the Control Pad or Control Stick to change the digits, and press A to activate the desired code.

Unlock All Cities: 271828

Single-Hit Destruction: 071767

Autoplay (CPU plays through all levels): 082864

Quick Autoplay (CPU skips through all levels): 874098

Invincibility: 986960

Unlock All Monsters and All Cities: 141421

Obtain All Ability Upgrades: 011235

Show Intro Movie: 667300

Show Ending Movie: 667301

Show Credits: 667302

King of the Road

>CARS (GCN)

Unleash your need for speed—and loads of bonus content—by revving up with these high-octane cheats. To use them (with the exception of the Hard Story Mode code), go to the Options menu and select Cheat Codes, then enter the code of your choice and press A. You'll hear a double-beep sound if the code is accepted.

Instant Acceleration:

IMSPEED

Infinite Boost:

VROOOOM

Unlock All Cars:

YAYCARS

Unlock All Regular Tracks and Minigames:

MATTL66

Unlock All Cars, Regular Tracks, and Regular Minigames:

IF900HP

Unlock Mater's Bonus Track and Minigame:

TRGTEXC

Unlock All Paint Jobs:

R4MONE

SELECT CHARACTER
Speed
Acceleration
Handling
Stability
Lightning
Back
Select

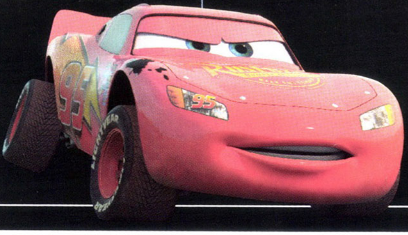
Unlock All Concept Art in Gallery:

CONC3PT

Hard Story Mode:

Create a new profile with the name

CHMPION



Dangerous Games

>X-MEN: THE OFFICIAL GAME (GCN)

Wanna test your mutant abilities, bub? Then give the X-Men a Danger Room workout by entering the following codes (using either the Control Pad or the Control Stick) in the Cerebro Files menu to unlock a training session for each character.

Nightcrawler:
Up, up, down, down, left, right, left, right, Start

Iceman:
Right, right, left, left, down, up, down, up, Start

Wolverine:
Down, down, up, up, right, left, right, left, Start

Grandstand Plays

>MAJOR LEAGUE BASEBALL 2K6

If you need a home-field advantage or just want to inject some zaniness into America's favorite pastime, use these codes by selecting My 2K6 at the main menu, then choosing Enter Cheat Code. Input the desired cheat and press Start; note that the codes are case-sensitive. You'll receive a confirmation message if you enter the cheat properly, and you can turn code effects on and off in the My Cheats menu.

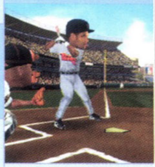
Unlock Almost Everything:
Derek Jeter
Obtain all purchasable uniforms, stadiums, teams, arcade games, and cheats.

Bouncy Ball:
Crazy Hops
Balls will spring off the ground a lot higher than normal.

Rocket Arms:
Gotcha
Every fielder's throwing power will be enhanced.

Super Wall Climb:
Last Chance
Fielders will be able to scale any wall.

Unlock Topps 2K Stars Team:
Dream Team



Super Pitches:
Unhittable
Pitches will curve and break in dramatic fashion.

© 2006 Hollywood Management Company

WASHINGTON
8-BIT
EVERGREEN STATE
AMC
I BRAKE FOR FROGGER

TIME TO TRADE?

game crazy

We understand.™

That's why we've created the ultimate neighborhood gaming store where you can trade in and trade up!

- **BEST DEAL ON TRADES**
  IT'S A GUARANTEE
- **TRY BEFORE YOU BUY**
  ONLY GAME CRAZY LETS YOU PLAY *BEFORE* YOU PAY
- **LARGEST SELECTION**
  OF NEW, USED AND CLASSIC GAMES AND CONSOLES
- **WE'LL FIND IT FOR YOU**
  ORDER ANY HARD TO FIND GAME AND WE'LL TRACK IT DOWN FOR YOU

Hit gamecrazy.com for a store near you.

POINT COUNTER POINT

CHRIS H.

PETE M.

>Which new character will dominate Super Smash Bros. Brawl?

Natural-born nemeses Chris Hoffman and Pete Michaud each pick a champion—Snake for Chris, Pit for Pete—and square off in a no-words-barred brawl.

> **"It takes a special kind of character to make a cardboard box seem badass."**
>
> —Chris H.

> **"I'd like to see a level complete with Eggplant Wizards and Greek mythology everywhere."**
>
> —Pete M.

CHRIS H: Let me start out this friendly discussion by saying that I can't wait to play as Snake, strap plastic explosives to Pit, and blow him out of the sky. Assuming that move is in the game.

PETE M: That's just ridiculous. Everyone knows snakes can't fly. Pit is going to own everyone, including Snake, when Super Smash Bros. Brawl makes its appearance next year. Besides, you don't even know if he has that move. For all we know, Snake'll be running around in a cardboard box for half the match.

CHRIS H: It takes a special kind of character to make a cardboard box seem badass. Do you know what Solid Snake did in the Brawl preview? He talked on a codec and he came out of a cardboard box, and he still stole the show. Because he's Snake, and that's all he needs to do.

PETE M: You know, I have to admit, Snake's entrance was indeed entertaining. However, seeing a fully rendered Pit was enough to unite every fan boy in the world. You have no idea what this means to us. Welcome home, Pit!

CHRIS H: Yeah, it took him long enough. Just don't get *too* attached to him. If Snake has a fraction of his arsenal available to him in Brawl, Pit won't be long for this world. Maybe Snake will bring his Stinger missile launcher—that's the end for Pit. Feathers everywhere. Or maybe Snake'll get to use his PSG1 sniper rifle, or Claymore mines, or stun grenades . . . there are so many cool possibilities. And Pit has what?

PETE M: Obviously Pit will have his sacred Bow of Palutena, which could let him shoot magical arrows, and don't be too surprised if they have homing capabilities. What's more, it appears that he can break down his bow to form blades for use in close-range attacks—think a flying Prince of Persia. By the way, Snake is starting to resemble an old man rather than a tough-as-nails soldier. Maybe he should cut back on the cigarettes.

CHRIS H: Snake's a man; Pit's a kid. Remember that when old man Snake starts snapping necks like Slim Jims. Anyway, enough speculation about their abilities. What makes Snake's inclusion even more exciting is that it might mean we're opening the door for the likes of Sonic, Mega Man, Viewtiful Joe, and lots of other characters who, you know, have actually starred in games in the last decade.

PETE M: Pit may be a kid, but his series is older than Snake's. Plus, Pit never had box art starring a cartoon Don Johnson look-alike. Jokes aside, I would love to see a few more old game characters make it in too. Personally, I'd rather see Simon Belmont in there, instead of Snake. Just keep Raiden (Metal Gear Solid 2) away from my favorite game. OK, Konami?

CHRIS H: Knowing you, you're hoping for pilot Simon from Captain N. Then he and Pit can perform a double-team move where they shame themselves to death. Seems like you just can't get past the fact that Pit never made it to the big leagues. But if you want to talk about something big, how about the news that Hideo Kojima, Snake's creator, is designing Snake's level in Brawl? Snake's inclusion means we're not only getting one of the best characters in gaming, but one of the best developers as well.

PETE M: There's so much nonsense here, I don't even know where to begin. I want Simon, the original Vampire Hunter; not some lame pilot from a cartoon. You're right; Pit never did make it to the so-called "big leagues." That's only because Nintendo has so many franchises, he got lost over the years. That doesn't mean we won't be seeing more Kid Icarus, now that he's regaining popularity. Kojima's level should be good, but since Snake's getting a new level, I'm guessing Pit is too. I'd like to see a level complete with Eggplant Wizards and Greek mythology everywhere.

CHRIS H: You're correct about one thing: Kojima's level will be fantastic, and it's great that Snake will be able to prove his superiority by beating up Pit and company. But I think we'll just have to settle this in soldier-versus-angel combat when the game comes out.

PETE M: And after I destroy you, I can't wait to hear the colonel say, "SNAAAAAAAAAAAAAAAKE!!!"

"Wanna run that by me again about snakes not being able to fly?"

"I'm gonna make you climb back in the box! Yeah, you heard me!"

THIS IS THE PART WHERE YOU GO SOMEWHERE BETTER.

NINTENDO DS
New SUPER MARIO BROS.
EVERYONE
E
CONTENT RATED BY ESRB
Comic Mischief

Welcome to the new Mushroom Kingdom. Where a special mushroom makes you bigger. A warp pipe takes you somewhere better. And you can play Mario versus Luigi in multiplayer mode. It's an all-new Super Mario Bros.® game. This only happens on Nintendo DS.

© 2006 Nintendo. TM, ® and the Nintendo DS logo are trademarks of Nintendo.
© 2006 Nintendo. Game and system sold separately. mario.nintendo.com

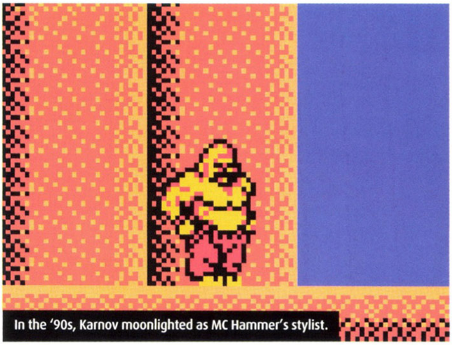
NINTENDO DS™

ONE BEEFY PIROSHKI

Karnov remains the most beloved circus freak ever.

Nintendo ENTERTAINMENT SYSTEM
DATA EAST
KARNOV
ARCADE HIT!
DATA EAST

PLATFORMS: **NES, C64, ARCADE**
DEVELOPER: **DATA EAST**
PUBLISHER: **DATA EAST**
RELEASE DATE: **1988**
COVERED IN ISSUE: **12**
AWESOMENESS OF THEME SONG: **INFINITE**



In the '90s, Karnov moonlighted as MC Hammer's stylist.

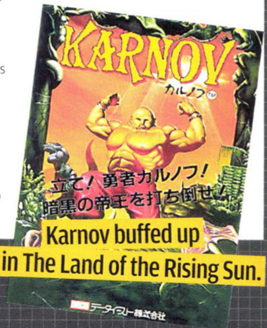
I like to think Karnov played a small role in ending the Cold War. At a time when most Russian characters were depicted as menacing gangsters and shady KGB operatives (Rush'n Attack, anyone?), gamers of the '80s came to identify with a lovable Soviet lug: a former circus strongman on a mission to save his people.

In typical video game fashion, the little village of Creamina came under attack from a greedy dragon who made off with the all-important Treasure of Babylon and left his lickspittle monsters behind to terrorize the townspeople. Of course, only Jinborov Karnovski (mercifully shortened to Karnov), could find the evil serpent Ryu and return the treasure to its home.

Though the storyline was par for the course, the game's odd charm made it special. Karnov challenged the notion that all the world's ills could be solved by running and jumping. Unlike other side-scrolling heroes of the era, he was a bit of a slouch at both those pursuits—although the game's box depicts him as lean and mean, the in-game art tells another story: one of an overweight and slightly over-the-hill do-gooder. Just as nuclear radiation made teenage mutants out of plain ol' turtles and a superhero out of a spider-bitten science whiz, perhaps the meltdown of Russian nuclear plant Chernobyl made a parachute-pants-wearing bald fireball-shooter out of a garden-variety brawny circus performer. Who needs naturally high jumps and fleet feet when you can collect items to give you those skills, plus build ladders to reach high places, don glasses to see hidden items, bear a shield to repel enemy attacks, and drop a device to destroy all enemies onscreen?

Having debuted just a few months after beloved classics Castlevania and The Legend of Zelda, Karnov was not without its detractors. Some gamers criticized it for failing to follow through with the plot put forth in the game manual (and never addressed in the game itself, even at the conclusion of the final boss battle). Others point to its clunky item-selection system as its downfall—pickups appeared in an inventory bar at the bottom of the screen, and any time you pressed left or right to move Karnov, the selector moved one space in that direction automatically, making it challenging to keep Karnov alive while positioning him for item use and choosing the appropriate item.

Fortunately, a few moronskis with their babushkas on too tight can't spoil the party. What they miss is that this game needs a plot like Karnov needs a shirt; the sweaty goodness of Karnov's mustachioed craw is enough to satisfy. And though it might confound Rasputin himself, the item-selection feature was one of the most forward-looking features in any 8-bit side-scroller. (And a simple tap of the Start Button allowed you to pause the game to make your selection in your own sweet time.) From his greasy pate to his curl-icious booties, Karnov was pure entertainment and old-school fun. —CANDACE E.


KARNOV
カルノフ
立て！勇者カルノフ！
暗黒の帝王を打ち倒せ！
データイースト株式会社

Karnov buffed up in The Land of the Rising Sun.

Have a favorite classic game you'd like to see revisited?

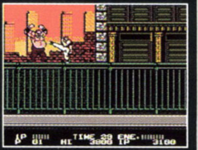
Send us your requests—we'll consider them for a future installment of Playback.

pulse@nintendopower.com

KARNOV'S CAMEOS

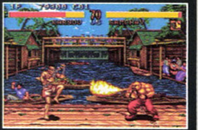
After Mr. Karnovski's star turn in Karnov, he became Data East's de facto mascot.

BAD DUDES (NES) - 1990



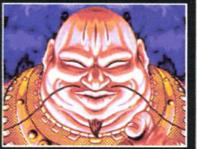
Karnov was more rotund than ever as the first level's boss in Bad Dudes (too many trips through the drive-through with the president?). He stayed true to his roots by grooving to a tune similar to the one in his namesake game.

FIGHTER'S HISTORY (SNES, ARCADE) - 1994



Karnov served as a boss and an unlockable playable character in this Street Fighter rip-off.

FIGHTER'S HISTORY DYNAMITE/KARNOV'S REVENGE (NEO-GEO, ARCADE) - 1994; (SATURN) - 1997

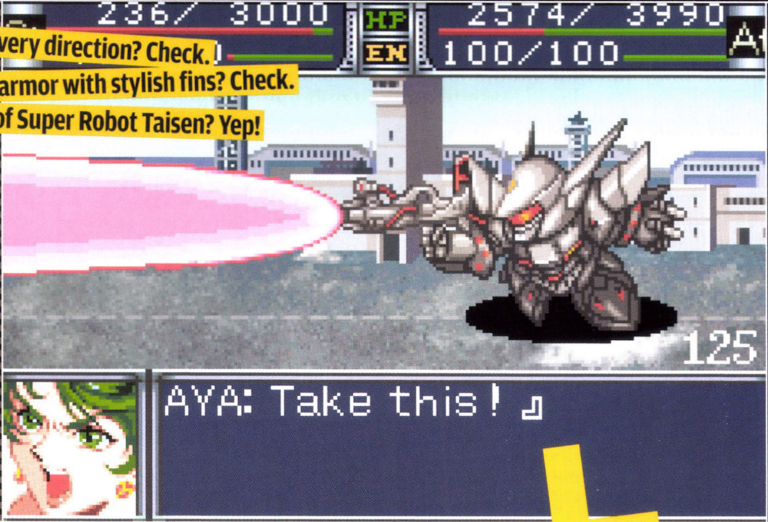


For his last appearance as a boss and a selectable character, Karnov gained a considerable amount of weight and flaunted a much wispier mustache.

REVIEWS

In-depth reviews of the latest games

Cannons pointing every direction? Check.
Anime-inspired armor with stylish fins? Check.
A review of Super Robot Taisen? Yep!


236/ 3000
HP
EN
2574/ 3990
100/100
125

AYA: Take this!

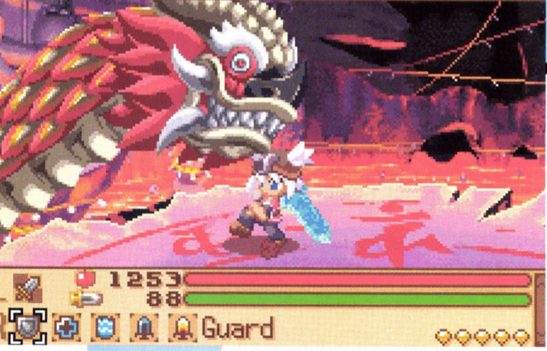
+ Barnyard, Battle B-Daman, and more.

85
A rule of thumb: if a house looks like it could swallow you whole, don't knock on the door.

84
A flight game with RPG sensibilities—we'll tell you how high Freedom Wings soars.

409
20
Healing Spell

82
From swords to ladles, Summon Night is your one-stop weapon-shopping center.



HAMMER TIME

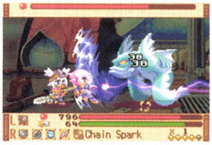
SOLID AS STEEL

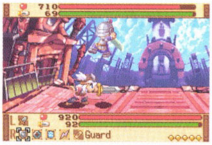
SUMMON NIGHT: SWORDCRAFT STORY

RATING: 8.0

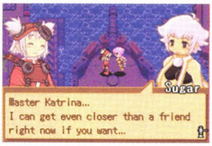
PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **ATLUS**
DEVELOPER: **FLIGHT-PLAN**
ESRB: **EVERYONE 10+**

Summon Night: Swordcraft Story may not be the biggest, most revolutionary, or most challenging RPG ever to hit the GBA, but what it lacks in some areas it makes up for with plenty of fun, variety, and solid gameplay. The adventure begins with a tournament in the city of Wystern to crown a new Craftlord—a protector of the realm. As the child of the late great Craftlord Shintetsu, it's up to you, with the help of a magical Guardian Beast, to rise through the ranks and use both your combat skills and weapon-forging abilities to outperform the competition and follow in your father's footsteps.





From the outset, Summon Night reveals its wealth of choices by letting you select either a male or a female character, and offering four different Guardian Beasts to accompany you. Though the eight combinations don't radically alter the game, they do change the dialogue and give new dimensions to the story, plus your Guardian Beast determines the order in which you acquire magic spells.



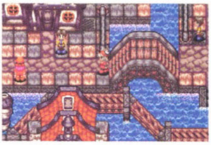
Sugar

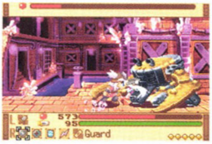
Master Katrina...
I can get even closer than a friend right now if you want...

Summon Night also provides tons of variety through its weapon system. As an apprentice Craftknight, you make your own weapons rather than buy them. You'll automatically acquire new sword-making skills as the game progresses, but whether you specialize in axes, spears, drills, or gauntlets as your secondary weapon—or dabble in all four—is up to you. Since you have to find your own materials to create weapons, you have ample reason to explore every corner of the primary dungeon's 50 levels, and the rewards you receive from random battles always feel worthwhile. You can spend hours building up an arsenal, even imbuing weapons with elemental attributes if you choose, or you can stick to just forging the essentials. Unfortunately, you can't experiment to come up with new weapons on your own, but it's still a nice alternative to the RPG norm.

Make no mistake though; Summon Night isn't just about finding materials and forging 'em all. There's a much deeper story at work. Even though you'll be limited to fighting tournament battles and trudging through the same dungeon for the first few hours, as the game progresses you'll get to venture across the seas to other towns and dungeons, which tell a twisting tale that explains the mysterious circumstances surrounding your father's demise. Surprisingly, the localization isn't as polished as I've come to expect from Atlus—a few plot points are slightly confusing—but the story is enjoyable nonetheless.

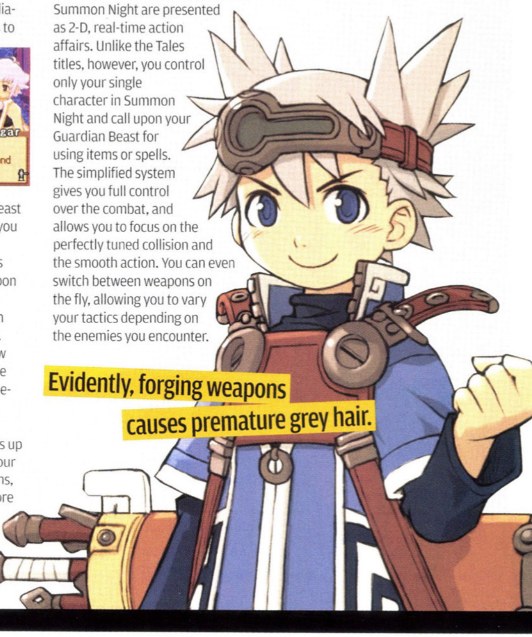
Of course, all the storytelling and dungeon exploration wouldn't mean much if it weren't built around a good battle system; fortunately the game's combat shines like a fine blade. Taking a hint from Namco's Tales series, the battles in Summon Night are presented as 2-D, real-time action affairs. Unlike the Tales titles, however, you control only your single character in Summon Night and call upon your Guardian Beast for using items or spells. The simplified system gives you full control over the combat, and allows you to focus on the perfectly tuned collision and the smooth action. You can even switch between weapons on the fly, allowing you to vary your tactics depending on the enemies you encounter.





And although weapons can wear down and break, unlike in other games with similar systems, the weapon strength replenishes after each battle and maintenance never becomes a chore.

On the downside, the game is shorter than the average RPG—you'll have no trouble finishing in less than 20 hours—but at least there are loads of extra challenges that unlock after the credits roll. Atlus has already announced that the sequel to Summon Night is coming to North American GBAs this fall; personally, I can't wait to see what happens next. —**CHRIS H.**



Evidently, forging weapons causes premature grey hair.

WRITERS' BLOCK

WHAT ARE YOU PLAYING THIS SUMMER?

Sunny days, free time, long trips—summer is here. We asked the crew what they're playing during the long days.

CHRIS HOFFMAN

Maybe this summer I'll finally get caught up on all the big games from last year that I still haven't finished. Sonic Rush and Shadow the Hedgehog, I'm lookin' at you.

STEVEN GRIMM

Summer always means a drought of new titles. So I'm playing mucho Brain Age sudoku, plus lots of 2P battles in New Super Mario Bros.

CHRIS SHEPPERD

Now that I'm sporting a DS Lite, I'm going to go back and try a few of the games I missed recently, particularly Phoenix Wright and the two Mario & Luigi games.

ANDY MYERS

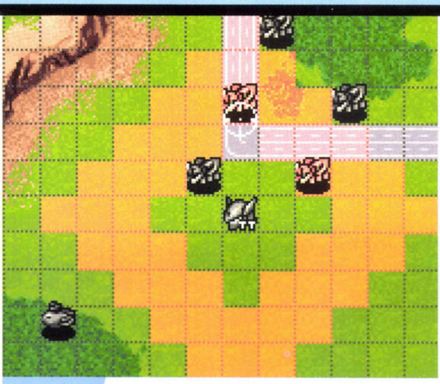
I'm all about the classics this summer. Right now, I'm playing EarthBound. After that, I'm gonna try to get all the way through Wario Land for Virtual Boy.

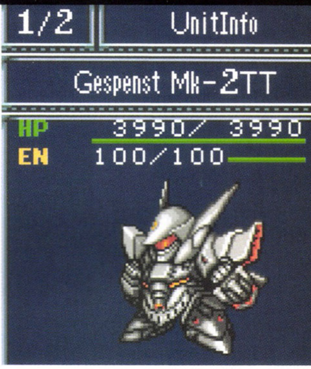
GEORGE SINFIELD

My mission for the summer is to collect every Star Coin in New Super Mario Bros. Even after playing to the end, you get the feeling that there is plenty left to discover.

STEVE THOMASON

I've got a massive backlog of over 40 games that I need to finish before the flood of DS and Wii titles hits this fall. Maybe I can convince Scott to give me a sabbatical. . . .





BATTLE 'BOTS

LESS THAN MEETS THE EYE

SUPER ROBOT TAISEN: ORIGINAL GENERATION

RATING: 6.5

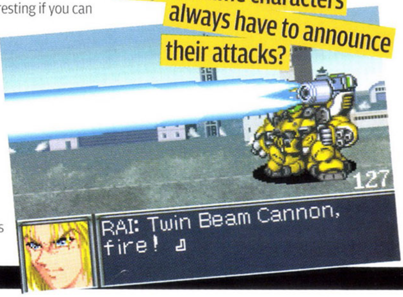
PLATFORM: GAME BOY ADVANCE
PUBLISHER: ATLUS
DEVELOPER: BANPRESTO
ESRB: TEEN

As a huge fan of turn-based strategy games and a connoisseur of anything that involves giant robots, I approached Super Robot Taisen with no small amount of excitement. The series has a massive following in Japan, after all, and our first exposure to the game a few months ago hinted at some truly impressive depth. Unfortunately, despite a solid foundation, Original Generation suffers from too many missteps for the series' North American debut to be considered an unqualified success. It's a solid effort, to be sure, but it falls well short of my supersized expectations.

The depth we saw before is definitely there in spades. Prior to battle, the game presents you with a wealth of customization options—you can equip and modify each mech, upgrade their weapons, and even train your pilots to learn new skills. During a skirmish, there are terrain considerations to take into account; some units are more proficient in certain settings (such as water or space) than others; and when under attack, you can choose whether to defend, evade, or launch a counterstrike. But the impact of all that depth is weakened considerably when coupled with repetitive, largely uninspired missions. Your objectives rarely deviate from destroying all of the enemies on the battlefield or reaching a certain point on the map, and whereas the best in the genre frequently introduce new elements to keep things fresh, the surprises in Super Robot Taisen are few and far between. The game quickly grows stale as a result. It somehow manages to feel incredibly complex and remarkably simple at the same time. Compounding the problem is that some of the missions drag on for far too long. The game starts out really slow, and though it picks up a little bit, it never became an obsession that kept me up into the wee hours like Final Fantasy Tactics or Advance Wars.

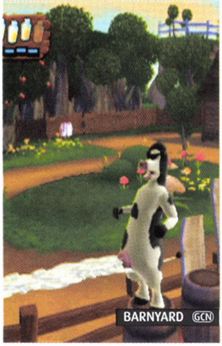
The anime-inspired storyline, while almost ridiculously convoluted, is fairly interesting if you can keep track of all the names and acronyms they throw at you. The localization is solid and occasionally witty, and does a nice job of bringing out each character's personality (from the suave ladies' man to the salty sea captain). Despite the heavy anime flavor, however, one of the series' biggest strengths—bringing together licensed mechs from a variety of popular shows—is missing in this installment, and the original designs on tap aren't terribly memorable (though some of them do transform, which is always a plus). Perhaps they would have left a stronger impression had they boasted a bit more animation during the battle scenes. As is, Original Generation looks pretty primitive.

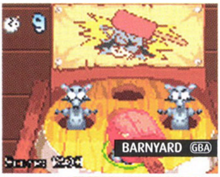
Hopefully the developers can make the necessary adjustments and deliver a true robot beatdown with the sequel, due this fall. In the meantime, Super Robot Taisen has enough gameplay to keep strategy-starved gamers occupied for even the longest summer road trip. Just don't expect it to keep you consistently engaged, at least not at the level of the genre's best. —STEVE T.

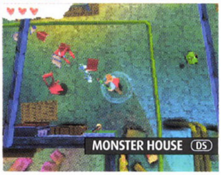


RAI: Twin Beam Cannon, fire! ♪

Why do anime characters always have to announce their attacks?







BARNYARD

RATING: 6.0

PLATFORM: NINTENDO GAMECUBE
PUBLISHER: THQ
DEVELOPER: BLUE TONGUE
ESRB: EVERYONE 10+

Heifermania is runnin' wild and delivering a GTA-inspired open-world dynamic to the youngsters in THQ's Barnyard. Of course, borrowing bikes replaces jacking cars, and the game never gets more violent than squirting coyotes with udder-fresh milk, but the continually expanding world provides ample opportunity for platforming, fetch quests, minigames, and exploration-based tasks. Though most of Barnyard's aspects are handled competently (the notable exceptions being the tacked-on story and the frame rate), the only part I'd call fun is the unique take on golf; everything else—no matter whether I was launching chickens, racing in the farmer's truck, or blasting cow-tippers with tomatoes—felt bland and lacked challenge. And while creating a custom cow may be the best innovation to hit gaming this generation, why do male "cows" have udders? That's just disturbing. —CHRIS H.

BARNYARD

RATING: 6.5

PLATFORM: GAME BOY ADVANCE
PUBLISHER: THQ
DEVELOPER: HALFBRICK STUDIOS
ESRB: EVERYONE

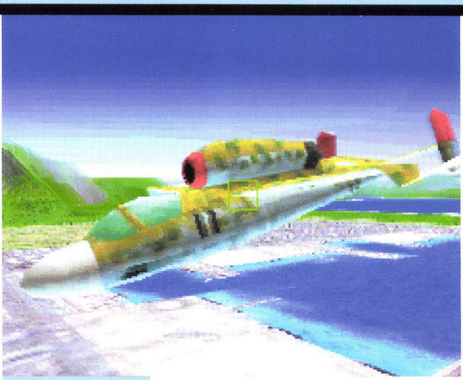
Once you get past the fact that you're playing as a bull with an udder, there's quite a bit to enjoy in Barnyard. The licensed movie game is really more a collection of minigames than a full title—you spend your time wandering around the farm and playing fun little challenges for money, which you can spend on stuff to upgrade the barn. Between minigames, you run errands for other animals; doing so unlocks new areas to explore—the errands keep the game moving, and the dialogue isn't bad at all. Unfortunately, the game is unexpectedly short—more errand missions would have helped extend the fun. The best part of the minigames is challenging your friends to beat your score, but the game doesn't do much to encourage that kind of play. Nonetheless, Barnyard should keep you happier than a pig in slop, at least for a while. —CHRIS S.

MONSTER HOUSE

RATING: 5.5

PLATFORM: NINTENDO DS
PUBLISHER: THQ
DEVELOPER: A2M
ESRB: EVERYONE

The DS version of Monster House revives the age-old action of arcade shoot-'em-up Smash TV, minus the mature content. You'll control one of three main characters from the flick as you move from room to room in top-down view, collecting power-ups and shooting everything that moves. The control scheme translates well to DS—the Control Pad (or the four buttons, for lefties) lets you move your character, and the touch screen is used for aiming and firing your water gun. There are variations on the formula— occasionally you must pump up your water gun on the touch screen to replenish your ammo, for instance. But for the most part, the gameplay emphasizes Monster House's biggest flaw: repetition. Rooms and enemies seem nearly identical from one to the next, so there's very little incentive to progress. In addition, Smash TV was best played in two-player mode—a feature that Monster House screams for, but lacks. —ANDY M.



LET FREEDOM WING

MILD TURBULENCE

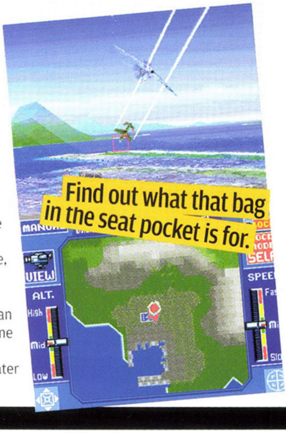
FREEDOM WINGS

RATING: 6.0

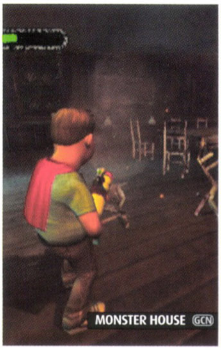
PLATFORM: NINTENDO DS
PUBLISHER: NATSUME
DEVELOPER: BELUGA COMPUTER
ESRB: EVERYONE 10+

After playing a few minutes of the disastrous Top Gun title for DS, you'll realize that the handheld system is ripe for a decent flying sim. Sorry, aviators—though Freedom Wings looks the part, its story and gameplay resemble an RPG more than a traditional flight game. Freedom Wings starts you off as an inexperienced pilot in a world overrun by air pirates. It's up to you to liberate cities scattered throughout the game's open-ended world by following quests and engaging in random dogfights. Though you're given the option to pilot your aircraft manually (a useless feature in the context of this game), Freedom Wings focuses on a clever real-time autopilot system in which you select destinations by tapping the touch-screen map, and use slider bars to control altitude and speed. When an enemy vessel flies into your airspace, it will show up on the map, and you must tap its icon quickly to lock on and begin an attack run. The control scheme may sound simplistic, but it becomes quite challenging later in the game when you're up against multiple planes and trying to line up successful attack runs.

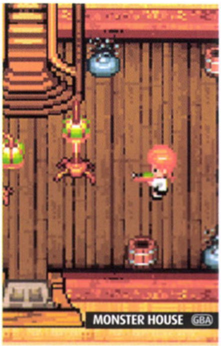
Although Freedom Wings has its charms, it seems it could have used a little more time in the cooker. The game exhibits an overall lack of polish, most evident in its primitive AI and nearly unplayable multiplayer mode (due to poor frame rate). The pacing feels off as well—you'll often find yourself flying in dead air for far too long, only to be shot down unfairly a second later. Still, Freedom Wings has its fun moments, and it's just quirky enough to keep you wondering what lies around the next bend. —ANDY M.



Find out what that bag in the seat pocket is for.



MONSTER HOUSE GCN



MONSTER HOUSE GBA

MONSTER HOUSE

RATING: 6.5

PLATFORM: **NINTENDO GAMECUBE**
PUBLISHER: **THQ**
DEVELOPER: **A2M**
ESRB: **EVERYONE 10+**

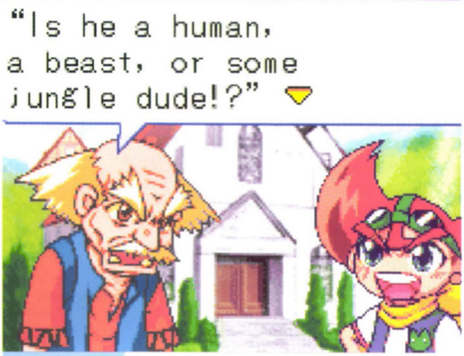
Though it's not quite Resident Evil for the E10+ set, THQ's movie-based Monster House does provide a few good scares in the man-eating manor of its title. Dark (but not to the point that you can't see where you're going) and creepy (but more inanimate-objects-coming-to-life weird than severed-head macabre), the game switches between three separated friends (DJ, Jenny, and Chowder) as they attempt to escape the horrors of the house. Play starts in very simplified RE style, with the characters individually seeking keys and passages. In the early stages, the kids pump squirt-gun shots at galloping chairs and duck under flying books, but the focus is on light puzzle-solving and finding shiny objects. When the emphasis turns to battling large groups of enemies, the game takes a turn for the worse. As soon as you engage a foe, you are locked into battle with it until you defeat it (or it beats you). The lock-on feature lets you strafe while blasting, but it also keeps you from battling more than one enemy at a time. The result is that other monsters can get in cheap shots. Save points are few and far between, too, so it's brutal when you're nickel-and-dimed by your target's little buddies deep into a level. A few encounters have you pressing randomly selected buttons when matching button icons appear on the screen. Failure means instant death for your character, so the designers were being merciful when they placed most of those instances immediately after save points. In addition to the unlockable concept art that accompanies most movie games, Monster House lets you collect credits for a bonus side-scroller called Thou Art Dead—think Castlevania with Rygar as the controllable character. It's such a simple and nostalgic extra that retro-loving players are likely to enjoy it as much as, or more than, the main adventure. —GEORGE S.

MONSTER HOUSE

RATING: 5.0

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **THQ**
DEVELOPER: **A2M**
ESRB: **EVERYONE**

Imagine one terrifically long, drawn-out dungeon from The Legend of Zelda: A Link to the Past, then yank out enemy variety, cool weapons, and a constant sense of accomplishment. That's kinda how Monster House for GBA is. Armed with squirt guns, flashlights, and bland dialogue, you must guide three mischievous neighborhood brats through a haunted house infested with walking televisions, walking chairs, and, um, walking lamps. You explore the mansion room by room, occasionally performing Zelda-esque block puzzles and collecting keys to open locked doors. The game is too hard for its own good—scarce health pickups and inconveniently located save spots slow gameplay to a crawl, and it takes far too much blasting to take down even the weakest foe. Worst of all, there's nothing really scary about the game—it's probably hard to convey the creepiness of a haunted house via the GBA, but it seems like there wasn't even much of an attempt in Monster House. —CHRIS S.



"Is he a human, a beast, or some jungle dude!?"

BA DA BOOM

WHEN ANIME ATTACKS

BATTLE B-DAMAN

RATING: 6.5

PLATFORM: **GAME BOY ADVANCE**
PUBLISHER: **ATLUS**
DEVELOPER: **TAKARA**
ESRB: **EVERYONE**

Animated TV can be a minefield of commercialism, especially the shows that have direct plot-to-product tie-ins, such as Yu-Gi-Oh! with its collectible card game, and Beyblade with its line of toy tops and arenas. Similarly, Battle B-Daman's main purpose is to sell B-Daman toy sets that mirror those used by its heroes and villains. Knowing that, you can't help but think the game based on the show based on the toy may be a sloppy afterthought that values quick distribution over quality. Though Atlus's GBA version of Battle B-Daman does start on that shaky ground, it helps that the B-Daman toy set (a marble-launching game between two robotlike devices) translates well to the GBA format. Sliding your B-Daman sideways on one end of a rectangular arena, you scoop up ammunition, fire on your opponent, and trigger special attacks after you've accumulated enough B-Daspirit. A battle-hockey variation has you firing on a triangular puck in the middle of the arena, victory often hinging on your ability to rotate your B-Daman and pull off bank shots. The matches embedded in the story-based adventure are suitably fun, but most are much too easy, even when wind and slippery field conditions present a new challenge. A B-Daman customizing feature lets you change the look of your marble launcher, though your adjustments have little or no effect on how it performs in the field. Linear but well written, the story plays like a sequence of still-shot cut-scenes with menus that shuttle you from one location to the next. Since you don't have to wander around, you get to the action quickly—just speak to characters (often the same character several times in a row) and wait for the fights to unfold. Though the adventure will take you just a few hours to complete, you can continue to battle for B-Daman parts long after its conclusion. Despite being part of a product-tie-in machine, Battle B-Daman does offer an above-average gameplay experience that makes it a worthy stand-alone game. —GEORGE S.

[ARCHIVE]

REEL VARIETY

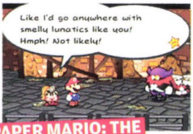
Games based on two summer movies (*Cars* and *Pirates of the Caribbean: Dead Man's Chest*) enter the Archive this month, and each platform's version offers a unique experience. The GCN version of Cars is a sandbox-style exploration game, while the GBA version is a straightforward racer, and the DS iteration is a minigame compilation. The Pirates titles are both adventures, but the GBA game has RPG elements and the DS title is a 3-D slasher. Shiver me timbers, that's a lot of gaming!

SCORES REFLECT INDIVIDUAL REVIEWERS' OPINIONS.
• INDICATES WI-FI COMPATIBLE

NINTENDO GAMECUBE

TITLE	SCORE	PUBLISHER	VOL.	ESRB
2006 FIFA World Cup	7.5	Electronic Arts	204	E
American Chopper 2: Full Throttle	5.0	Activision	201	T
Battalion Wars	8.5	Nintendo	197	T
Bratz: Rock Angelz	N/A	THQ	198	E
Cabela's Dangerous Hunts 2	2.5	Activision	200	T
Cabela's Outdoor Adventures	6.5	Activision	198	T
Call of Duty 2: Big Red One	7.5	Activision	200	T
Cars	6.5	THQ	206	E
Chaos Field	6.0	O~3	200	E
Charlie and the Chocolate Factory	2.5	Global Star	195	E
Chibi-Robo	8.0	Nintendo	201	E10+
Chicken Little	6.0	Buena Vista	198	E10+
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	5.5	Buena Vista	199	T
Crash Tag Team Racing	7.0	Vivendi	198	E10+
Curious George	7.0	Namco	202	E
Dance Dance Revolution: Mario Mix	7.5	Nintendo	198	E
Dora the Explorer: Journey to the Purple Planet	N/A	Global Star	198	EC
FIFA Soccer 06	9.0	Electronic Arts	197	E
FIFA Street 2	7.0	Electronic Arts	203	E
Fire Emblem: Path of Radiance	9.5	Nintendo	197	T
Frogger: Ancient Shadow	5.5	Konami	197	E
From Russia with Love	7.0	Electronic Arts	199	T
Geist	5.0	Nintendo	196	M
Gun	8.0, 8.5	Activision	199	M
Harry Potter and the Goblet of Fire	8.5	Electronic Arts	199	E10+
Harvest Moon: Another Wonderful Life	7.5	Natsume	195	E
Harvest Moon: Magical Melody	9.0,9.5	Natsume	203	E
Hello Kitty: Roller Rescue	5.0	Namco	196	E
Ice Age 2: The Meltdown	5.0	Vivendi	203	E10+
The Incredible Hulk: Ultimate Destruction	8.5	Vivendi	196	T
The Incredibles: Rise of the Underminer	7.5	THQ	198	E10+
Kao the Kangaroo: Round 2	2.5	Atari	203	E
Karaoke Revolution Party	8.0	Konami	199	E10+
Kids Next Door: Operation V.I.D.E.O.G.A.M.E.	N/A	Global Star	198	E10+
Lego *Star Wars*	6.5	Eidos	198	E
Madden NFL 06	9.0, 8.0	Electronic Arts	195	E
Major League Baseball 2K6	7.0, 6.5,6.0	2K Sports	205	E
Mario Party 7	7.5	Nintendo	199	E
Mario Superstar Baseball	9.0	Nintendo	196	E
Mark Davis: Pro Bass Challenge	5.0	Natsume	198	E
Marvel Nemesis: Rise of the Imperfects	7.0	Electronic Arts	197	T
Mega Man X Collection	8.5	Capcom	200	E
Midway Arcade Treasures 3	6.5	Midway	197	E
Namco 50th Anniversary Arcade Collection	7.0	Namco	197	E10+
Naruto: Clash of Ninja	7.0	Tomy/D3PA	203	T
NBA Live 06	5.5	Electronic Arts	198	E
Need for Speed: Most Wanted	8.0	Electronic Arts	199	T
NHL 06	8.5	Electronic Arts	198	E10+
Nicktoons: Nicktoons Unite!	N/A	THQ	198	E
Odama	8.5	Nintendo	203	E10+
One Piece: Grand Battle	6.5	Bandai	197	T
Over the Hedge	6.0	Activision	205	E10+
Pac-Man World 3	7.0	Namco	199	E
Peter Jackson's King Kong	9.0	Ubisoft	200	T
Pokémon XD: Gale of Darkness	8.5	Nintendo	197	E
Prince of Persia: The Two Thrones	9.0	Ubisoft	200	M
Rampage: Total Destruction	6.5	Midway	204	E10+
Scooby-Doo!: Unmasked	7.5	THQ	197	E
Shadow the Hedgehog	8.0	Sega	199	E10+
Shrek Superslam	N/A	Activision	199	E10+
The Sims 2	8.5	Electronic Arts	199	T
Sonic Gems Collection	8.5	Sega	195	E
Sonic Riders	8.0	Sega	203	E
Spartan: Total Warrior	8.5	Sega	197	M
SSX On Tour	8.0	Electronic Arts	198	E10+
Super Mario Strikers	7.5	Nintendo	199	E
Tak: The Great Juju Challenge	8.5	THQ	197	E
Teen Titans	6.0	Majesco	204	E10+
Teenage Mutant Ninja turtles 3: Mutant Nightmare	4.0	Konami	199	E10+
Tiger Woods PGA Tour 06	9.0	Electronic Arts	197	E
Tony Hawk's American Wasteland	9.0	Activision	198	T
True Crime: New York City	8.0	Activision	199	M
Ty the Tasmanian Tiger: Night of the Quinkan	6.0	Activision	198	E10+
Ultimate Spider-Man	9.0	Activision	198	T
Viewtiful Joe: Red Hot Rumble	6.5	Capcom	199	T
World Series of Poker	4.5	Activision	198	E10+
WWE: Day of Reckoning 2	8.0	THQ	197	T
X-Men Legends II: Rise of Apocalypse	7.5	Activision	198	T
X-Men: The Official Game	6.5	Activision	205	T
Zatch Bell!: Mamodo Battles	6.0	Bandai	198	T
NINTENDO DS				
2006 FIFA World Cup	7.0	Electronic Arts	204	E
Advance Wars: Dual Strike	9.5	Nintendo	196	E
Age of Empires: The Age of Kings	8.0	Majesco	201	E10+
• Animal Crossing: Wild World	9.5, 8.5	Nintendo	199	E
Battles of Prince of Persia	6.5	Ubisoft	200	E10+
Blades of Thunder 2	4.5	Summitsoft	201	E10+
Break 'Em All	7.0	D3PA	206	E
Burnout Legends	N/A	Electronic Arts	199	E
Bust-a-Move DS	7.5	Majesco	200	E
Cars	5.5	THQ	206	E
Castlevania: Dawn of Sorrow	9.0	Konami	197	T
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	7.0	Buena Vista	199	E10+
Dig Dug Digging Strike	7.0	Namco	198	E
Dino Master	5.5	Majesco	205	E
Dragon Ball Z: Supersonic Warriors 2	5.0	Atari	199	E10+
Dragon Booster	6.0	Konami	200	E
Electroplankton	8.5	Nintendo	200	E
Elf Bowling 1 & 2	N/A	Ignition	200	T
FIFA Soccer 06	8.0	Electronic Arts	198	E
FIFA Street 2	6.0	Electronic Arts	203	E
Finding Nemo: Escape to the Big Blue	5.0	THQ	202	E
Ford Racing 3	N/A	Destination	198	E
Franklin's Great Adventures	N/A	American Game Factory	200	E
Frogger: Helmet Chaos	5.0	Konami	196	E
Golden Nugget Casino DS	6.5	Majesco	201	T
GoldenEye: Rogue Agent	6.0	Electronic Arts	195	T
Greg Hastings' Tournament Paintball Max'd	N/A	Activision	201	E10+
Guilty Gear Dust Strikers	7.0	Majesco	204	T
Harry Potter and the Goblet of Fire	8.0	Electronic Arts	199	E
Hi Hi Puffy AmiYumi: The Genie and the Amp	4.5	D3PA	206	E10+
Ice Age 2: The Meltdown	4.0	Vivendi	203	E
The Incredibles: Rise of the Underminer	5.5	THQ	199	E10+
Kim Possible: Kimmunicator	6.0	Buena Vista	198	E
Lost in Blue	8.0	Konami	197	E10+
• LostMagic	8.0, 7.0	Ubisoft	204	E
Lunar: Dragon Song	7.0	Ubisoft	197	E10+
Madden NFL 06	8.0	Electronic Arts	196	E
Magnetica	8.0	Nintendo	205	E
• Mario Kart DS	9.0	Nintendo	199	E
Mario & Luigi: Partners in Time	9.0	Nintendo	199	E
Marvel Nemesis: Rise of the Imperfects	5.0	Electronic Arts	198	E10+
Mega Man Battle Network 5: Double Team DS	7.0	Capcom	198	E
• Metroid Prime Hunters	8.5, 8.0	Nintendo	203	T
Metroid Prime Pinball	9.5	Nintendo	198	E
Mini RC Rally	N/A	Summitsoft	204	E
Monopoly/Boggle/Battleship	7.0	Atari	200	E
Nanostray	8.0	Majesco	195	E
Need for Speed: Most Wanted	6.0	Electronic Arts	199	E
New Super Mario Bros.	9.5,9.5,9.5,9.5	Nintendo	205	E
Nicktoons: Nicktoons Unite!	N/A	THQ	198	E
Nintendogs	8.5, 8.0	Nintendo	196	E
Over the Hedge	6.0	Activision	205	E
Pac-Man World 3	3.0	Namco	200	E
Pac 'N Roll	7.5	Namco	196	E
Peter Jackson's King Kong	3.5	Ubisoft	200	T
Phoenix Wright: Ace Attorney	8.0	Capcom	197	T
Pirates of the Caribbean: Dead Man's Chest	6.0	Buena Vista	206	T

REVIEWER NOTES


Like I'd go anywhere with smelly lunatics like you! Hmph! Not likely!

PAPER MARIO: THE THOUSAND-YEAR DOOR

Few games are genuinely funny, but the Mario RPGs have always been good for some laughs thanks to superb writing and an unabashed affinity for in-jokes. Paper Mario: The Thousand-Year Door is no exception, and it's a pretty darn good game to boot. The battle system is far more involving than in most RPGs, and the various paper mechanics (turning Mario sideways to squeeze between narrow gaps, turning him into a paper airplane to fly across wide chasms, etc.) do a great job of marrying the gameplay to the visual theme. A newly christened Player's Choice title, you can pick it up for just 20 bucks.

—Steve T.

>MARIO & LUIGI: SUPERSTAR SAGA

Even though the visuals and action-packed battles aren't as slick as in its DS sequel, Mario & Luigi (now available in Player's Choice form) is more robust than its successor. It's one of the best RPGs on GBA.

—Chris H.

>KILLER 7

In 10 years, the seven of you who played Killer 7 will all be game journalists, and you'll write about how the shooter-adventure was the most brilliant, most misunderstood title of the GCN era. And the rest of you will finally cave and have to pony up big bucks for a hard-to-find copy. But why wait? Play the most disturbing, most disorienting GCN game now and consider it your membership to a very exclusive club. —Steven G.

>HARVEST MOON: MAGICAL MELODY

Magical Melody rises above all other Harvest Moon titles with its simplified visuals and deep-as-ever gameplay. I can't wait to see how the farming franchise will make use of the Wii controller.

—Andy M.

Point Blank DS	6.0	Namco Bandai	206	E10+
Pokémon Trozei	8.5	Nintendo	202	E
Real Time Conflict: Shogun Empires	7.0	Namco	198	E10+
Resident Evil: Deadly Silence	8.5	Capcom	202	M
The Rub Rabbits!	8.0	Sega	201	T
SBK: Snowboard Kids	7.5	Atlus	199	E
Sega Casino	6.0	Sega	199	T
Shrek Superslam	N/A	Activision	199	E10+
The Sims 2	5.5	Electronic Arts	199	E10+
Snood 2: On Vacation	N/A	Destination	199	E
Sonic Rush	9.0	Sega	199	E
Space Invaders Revolution	4.0	Mastiff	196	E
SpongeBob SquarePants: The Yellow Avenger	3.5	THQ	198	E
Spyro: Shadow Legacy	6.5	Vivendi	198	E
Super Black Bass Fishing	4.5	Majesco	204	E
Super Monkey Ball: Touch & Roll	6.5, 7.5	Sega	201	E
Super Princess Peach	7.5	Nintendo	202	E
Tak: The Great Juju Challenge	7.5	THQ	197	E
Tamagotchi Connection: Corner Shop	5.0	Bandai	201	E
Tao's Adventure: Curse of the Demon Seal	6.0	Konami	203	E
Teenage Mutant Ninja Turtles 3: Mutant Nightmare	6.0	Konami	198	E
• Tetris DS	9.5	Nintendo	203	E
Texas Hold 'Em Poker DS	5.0	Majesco	198	E
Texas Hold 'Em Poker Pack	N/A	Summitsoft	200	E
Tom Clancy's Rainbow Six: Lockdown	6.0	Ubisoft	197	M
• Tony Hawk's American Sk8land	8.0	Activision	199	E
Top Gun	4.0	Mastiff	202	E10+
Top Spin 2	6.0	2K Games	200	E
Trace Memory	8.5	Nintendo	197	T
Trauma Center: Under the Knife	9.0	Atlus	198	T
True Swing Golf	8.0	Nintendo	201	E
Ultimate Spider-Man	6.5	Activision	198	E10+
Viewtiful Joe: Double Trouble	7.0	Capcom	198	T
Whac-A-Mole	N/A	Activision Value	197	E
Worms: Open Warfare	7.0	THQ	202	E10+
X-Men: The Official Game	7.0	Activision	205	E10+
Yu-Gi-Oh!: Nightmare Troubadour	8.0	Konami	196	E
Zoo Tycoon DS	7.5	THQ	197	E
GAME BOY ADVANCE				
2006 FIFA World Cup	7.5	Electronic Arts	204	E
Atomic Betty	N/A	Namco	198	E
ATV Quad Frenzy	N/A	Majesco	199	E
Babar to the Rescue	N/A	THe Game Factory	206	E
Backyard Baseball 2007	3.5	Atari	204	E
Backyard Football 2006	N/A	Atari	197	E
Backyard Skateboarding	N/A	Atari	198	E
Barbie and the Magic of Pegasus	N/A	Vivendi	197	E
The Berenstain Bears and the Spooky Old Tree	N/A	Namco	197	E
The Bible Game	N/A	Crave	197	E
Big Mutha Truckers	N/A	Destination	199	E10+
Bionicle: Maze of Shadows	N/A	THQ	198	E
Board Game Classics	N/A	Destination	197	E
Bratz: Rock Angelz	N/A	THQ	198	E
Cabbage Patch Kids: The Patch Puppy Rescue	N/A	D3PA	204	E
Candy Land/Chutes & Ladders/ Memory	N/A	Destination	200	E
Care Bears: Care Quest	N/A	THe Game Factory	200	EC
Cars	6.5	THQ	206	E
Castlevania: Harmony of Dissonance/ Aria of Sorrow Double Pack	9.0	Konami	202	T
Catz	N/A	Ubisoft	204	E
Centipede Compilation	5.0	Destination	197	E
Charlie and the Chocolate Factory	3.5	Global Star	195	E
Chicken Little	N/A	Buena Vista	198	E
Chicken Shoot	N/A	Destination	198	E10+
The Chronicles of Narnia: The Lion, The Witch and the Wardrobe	N/A	Buena Vista	199	E
Connect Four Compilation	5.0	Destination	197	E
Curious George	7.0	Namco	202	E
Danny Phantom: The Ultimate Enemy	N/A	THQ	197	E
DK: King of Swing	8.0	Nintendo	197	E
Dogz	N/A	Ubisoft	199	E
Donkey Kong Country 3	8.0	Nintendo	198	E
Dr. Mario & Puzzle League	7.0	Nintendo	199	E
Dr. Sudoku	6.0	Mastiff	203	E
Dragon Ball: Advanced Adventure	7.0	Atari	203	E10+
Dragon Ball GT: Transformation	5.5	Atari	196	E10+
Drill Dozer	9.0	Nintendo	201	E
Driv3r	5.5	Atari	198	T
Duel Masters: Shadow of the Code	5.5	Atari	198	E
Dynasty Warriors Advance	7.0	Nintendo	196	E10+
Elf Bowling 1 & 2	N/A	Ignition	200	T
everGirl	N/A	THQ	198	E
The Fairly OddParents!: Clash with the Anti-World	N/A	THQ	199	E
FIFA Soccer 06	7.0	Electronic Arts	198	E
Final Fantasy IV Advance	9.0	Nintendo	200	E10+
Ford Racing 3	N/A	Destination	198	E
Franklin the Turtle	N/A	American Game Factory	200	EC
The Game of Life/Yahtzee/Payday	N/A	Destination	200	E
Garfield and His Nine Lives	5.0	American Game Factory	204	E
Garfield: The Search for Pooky	N/A	American Game Factory	200	E
Gauntlet Compilation	6.5	Destination	197	E
Greg Hastings' Tournament Paintball Max'd	N/A	Activision	200	E10+
Gumby vs. the Astrobots	5.0	Namco	196	E
Gunstar Super Heroes	9.5	Sega	198	E10+
Harry Potter and the Goblet of Fire	8.0	Electronic Arts	199	E
Harvest Moon: More Friends of Mineral Town	8.5	Natsume	195	E
Hello Kitty: Happy Party Pals	N/A	THQ	199	E
Hi Hi Puffy Amiyumi: Kaznapped!	6.5	D3PA	199	E
Ice Age 2: The Meltdown	4.0	Vivendi	203	E
The Incredibles: Rise of the Underminer	N/A	THQ	199	E
James Pond Codename Robocod	4.0	Valcon Games	195	E
Juka and the Monophonic Menace	5.0	Orbital Media	196	E
Kim Possible III: Team Possible	6.5	Disney Interactive	195	E
KLAX Compilation	4.0	Destination	197	E
Koala Brothers: Outback Adventures	N/A	American Game Factory	200	EC
Kong: King of Atlantis	N/A	Majesco	200	E
Kong: The 8th Wonder of the World	6.0	Ubisoft	200	E10+
The Land Before Time: Into the Mysterious Beyond	N/A	American Game Factory	201	E
Let's Ride! Dreamer	N/A	THQ	203	E
Lizzie McGuire 3	N/A	Buena Vista	197	E
Madagascar: Operation Penguin	N/A	Activision	199	E
Madden NFL 06	7.0	Electronic Arts	196	E
Majesco's Sports Pack	N/A	Majesco	201	E10+
Mario Tennis: Power Tour	7.0	Nintendo	199	E
Mega Man Battle Network 6: Cybeast Gregar & Cybeast Falzar	7.5	Capcom	206	E
Mega Man Zero 4	8.5	Capcom	198	E
Millipede Compilation	5.0	Destination	197	E
Miss Spider's Harvest Time Hop & Fly	N/A	The Game Factory	206	E
Namco Museum 50th Anniversary Arcade Collection	5.5	Namco	197	E
Naruto: Ninja Council	4.0	Tomy/D3PA	203	E10+
Need for Speed: Most Wanted	N/A	Electronic Arts	199	E
Nicktoons: Nicktoons Unite!	N/A	THQ	198	E
The Nightmare Before Christmas: The Pumpkin King	6.5	Buena Vista	198	E10+
One Piece	8.0	Bandai	197	E10+
Operation/Mouse Trap/Simon	N/A	Destination	200	E
Over the Hedge	3.5	Activision	205	E
Pac-Man World 2	6.0	Destination	197	E
Paperboy Compilation	5.5	Destination	197	E
Paws & Claws Resort	N/A	THQ	203	E
Pirates of the Caribbean: Dead Man's Chest	7.5	Buena Vista	206	E10+
Pocket Dogs	N/A	0~3	200	E
Pong Compilation	5.5	Destination	197	E
Power Rangers: S.P.D.	4.0	THQ	196	E10+
The Proud Family	N/A	Buena Vista	199	E
Rebelstar: Tactical Command	7.0	Namco	197	E10+
Rec Room Challenge	N/A	Majesco	200	E
Risk Compilation	7.0	Destination	197	E
Scrabble Jr. Compilation	4.5	Destination	197	E
Shaman King: Master of Spirits 2	6.5	Konami	196	E10+
Shrek Superslam	N/A	Activision	199	E10+
Sigma Star Saga	8.5	Namco	195	E10+
The Sims 2	7.5	Electronic Arts	199	E10+
Sky Dancers	N/A	Crave	199	E
Snood 2: On Vacation	N/A	Destination	199	E
Spy Hunter Compilation	4.5	Destination	197	E
SRS: Street Racing Syndicate	5.5	Destination	201	T
Sudoku Fever	4.0	Global Star	202	E
Sudoku Mania	N/A	UFO Interactive	206	E
Tak: The Great Juju Challenge	4.0	THQ	197	E
Tales of Phantasia	8.5	Nintendo	202	E10+
Teen Titans	6.0	Majesco	198	E10+
Teenage Mutant Ninja Turtles Double Pack	N/A	Konami	206	E
Tony Hawk's American Sk8land	6.0	Activision	199	E
Top Spin 2	N/A	2K Games	200	E
Totally Spies!	5.5	Atari	201	E
The Tower SP	7.0	Sega	203	E
Tringo	N/A	Crave	200	E
Trollz: Hair Affair	N/A	Ubisoft	199	E
Ultimate Arcade Games	N/A	Telegames	198	E
Ultimate Spider-Man	6.0	Activision	198	E10+
The Wild	N/A	Buena Vista	204	E
W.I.T.C.H.	N/A	Buena Vista	197	E
X-Men: The Official Game	3.5	Activision	205	E10+
Yu-Gi-Oh! GX Duel Academy	6.0	Konami	201	E
Yu-Gi-Oh! Ultimate Masters—World Championship Tournament 2006	6.0	Konami	204	E
Zatch Bell!: Electric Arena	N/A	Bandai	198	E10+
Zooo	4.5	Ignition	196	E

>SWORD OF MANA

A long story peppered with humor plus magic and an intuitive battle system make Sword of Mana an RPG masterpiece. If you haven't played it yet, do it now—it'll make the wait for Magical Starsign easier to bear.

—George S.

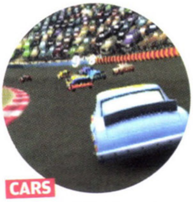
ODAMA

No matter whether I won or lost, I never felt like I was in control when I was playing Odama. Pinball games are built on an element of randomness, and combining that with something that should be as precise as military strategy just doesn't work for me. Interesting rewards await gamers who make it to the end, but for me it wasn't worth the frustration to get there. —Chris H.

>BATEN KAITOS

It'd require a long series of spoilers simply to explain why BK is such an awesome RPG. Its heroes, battle system, bosses, and storyline—they're all part of an incredibly lengthy game that never lets up on the surprises.

—Steven G.



CARS

There are quite a few things to like about Cars, but it takes a while to find them due to a variety of issues with the overworld. First, as Andy noted in his review last month, the map system definitely has some issues. Also, the overworld is really big and has few landmarks, so you end up driving in circles quite a bit, which gets frustrating quickly. The racing in Cars has plenty of highlights, but it's hard to have fun if you can't find the track. —Chris S.

EVENTS

SEATTLE'S GOT GAME

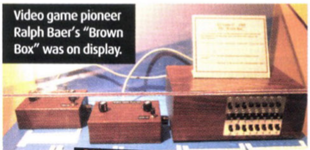
We couldn't contain ourselves at Game On!, a Seattle exhibit that explores the past, present, and future of video games.

Chris—I am your father!

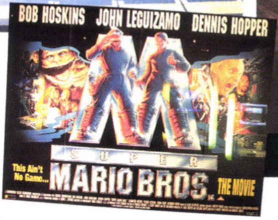
Chris spent way too much time playing the original Star Wars. And yes, he did destroy the Death Star.

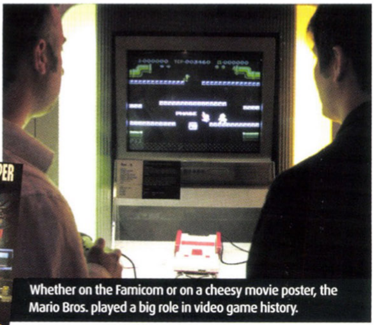
Every weekday, school kids flock to the Pacific Science Center near the Space Needle in Seattle, WA, to see educational exhibits on subjects such as dinosaurs, space travel, ancient pyramids, and . . . video games? Yes, it's true. The science center's first video game exhibit delves deep into the world of gaming, from Space War to Grand Theft Auto. Chris Shepperd and I took a field trip to check out the monster exhibit, which displayed just about every gaming device known to man, accompanied by notes and concept art of popular franchises (such as Pokémon and Tomb Raider). But Game On! isn't all play—a hands-on workshop created by the DigiPen Institute of Technology teaches attendees how to pursue a career in game development. Game On! will run through August 31st, so if you're in the Seattle area, be sure to stop by. —ANDY M.

Nearly everything at Game On! was playable. Coolest exhibit ever!



Video game pioneer Ralph Baer's "Brown Box" was on display.





Whether on the Famicom or on a cheesy movie poster, the Mario Bros. played a big role in video game history.

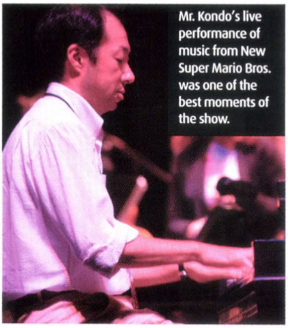
Speaking of dinosaurs, check out this fossil!

MUSIC

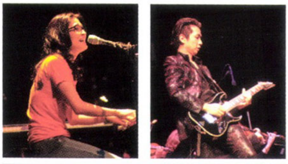
Kondo Rondo

In Volume 205, we previewed the inaugural Play! A Video Game Symphony tour that was to take place in Chicago at the end of May. We're happy to report that the show went off without a hitch. Nearly 4,000 people filled the theater to hear orchestral versions of their favorite video games, and they weren't disappointed.

Many notable game composers were on hand to celebrate and enjoy the works of their peers, including Mr. Uematsu of FINAL FANTASY fame and Nintendo's own Koji Kondo. Kondo awed the showgoers when he hopped up on the stage to play a few of his own numbers. Chicago is only the beginning—to see if the tour is stopping in your city, check out www.play-symphony.com. —Chris S.



Mr. Kondo's live performance of music from New Super Mario Bros. was one of the best moments of the show.

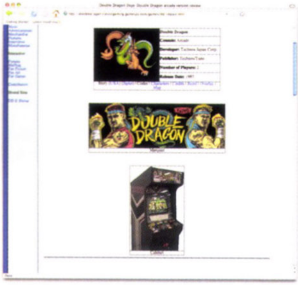


Angela Aki (left) performed a song from FINAL FANTASY XII, and Akira Yamaoka played music from Silent Hill 2.

WEBSITES www.doubledragon.classicgaming.gamespy.com

Double Dragon Dojo

In our continuing effort to seek out worthwhile game-related websites, we present Double Dragon Dojo. It may not be the fanciest site on the Net, but the dojo is an exceptionally tidy account of everything Double Dragon; and we mean everything, from the original arcade classic to the horrible 1994 movie adaptation. The site even includes a nifty section on how to exploit the original game's infamous glitches. Whether you're looking to answer a burning Double Dragon-related question or you just want to take a walk down memory lane, check out Double Dragon Dojo. —Andy M.

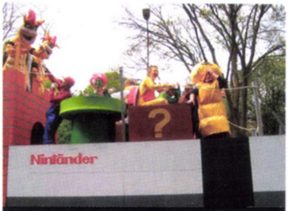


EVENTS

Float On

Nintänder?

We're confused too. But we had to run this bizarre photo of a Nintendo-themed float that participated in a parade in Lund, Sweden. Supposedly, 500,000 people attended the parade, in which Mario-themed characters were out in force (a few even rode karts near the float while dragging giant bananas behind them). The gargantuan NES console serving as the float's stage displayed the word Nintänder, a combination of Nintendo and tänder (Swedish for teeth). Apparently it's hilarious in Sweden. —Andy M.

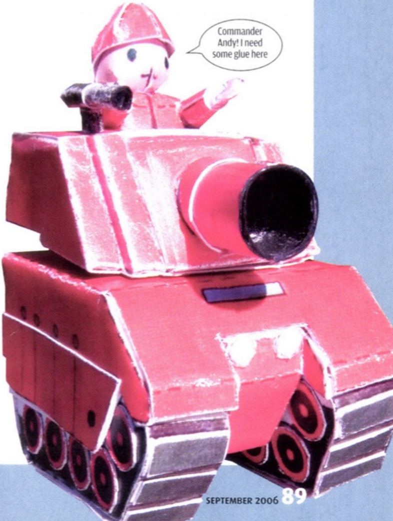


That's right—Americans are not the only ones still excited about the NES.

ART

Origami Wars

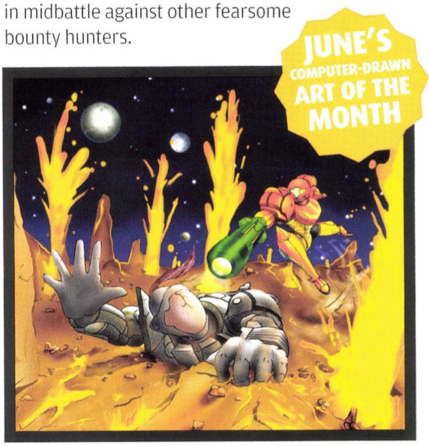
Every once in a while, we see something in cyberspace that's just so freakin' awesome we have to tell you about it—and Advance Wars paper models are a perfect example. A gamer known as Ninjatoes has created a website featuring more than a dozen handmade, highly detailed blueprints for Advance Wars vehicles—made completely out of paper, and absolutely free! All you have to do is print them, cut them out, glue the pieces together, and you're good to go. The payoff is well worth the artsy-craftsy effort (as you can see from my own creation). If you're interested, head to http://members.home.nl/saarloos. There you'll find everything you need (including step-by-step instructions and pics of the final products) to create your own flammable battalion. —Pete M.



ONLINE

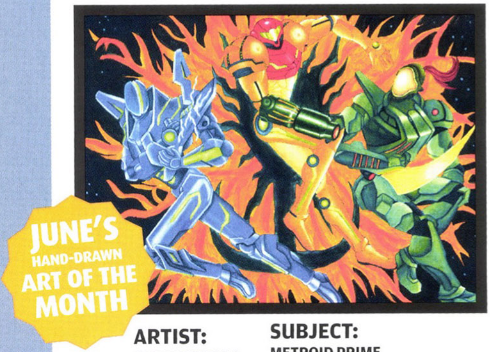
Art Hunter

As the second most popular female character in video game history (we gotta give the nod to Ms. Croft), Samus Aran gets attention wherever she goes. Our entrants sure noticed her in Metroid Prime Hunters—both of our winners captured her in midbattle against other fearsome bounty hunters.



ARTIST:
CHRISBEST

SUBJECT:
METROID PRIME HUNTERS



ARTIST:
GODDESSZELDA

SUBJECT:
METROID PRIME HUNTERS

Looking to submit art for the first time, and not sure what to do? Visit **forums.nintendo.com** for details. Be sure to read the rules before you post your masterpieces.

NSider Reviews

At NP, we're obssessed with what other critics say about the games we've reviewed. But reading other reviews also helps us become better review writers. Read plenty of reviews to help develop your own style.

NSider Review of the Month

Animal Crossing: Wild World

reviewed by MRSUCCESS

Ever wanted to move to a small island completely inhabited by friendly animals? Nintendo makes your dreams come true in Animal Crossing: Wild World. The long-awaited game for the DS is here and it looks better than ever.

Animal Crossing: Wild World is better than the original in many ways: you can decorate your house with the extensive amount of original furniture and add charming personality to your town. The Nintendo DS works wonders with Animal Crossing. The touch screen allows you to write text messages to your friends, and unlike the Gamecube version, this game gives you the chance to type a letter to your favorite animals in your town.

One thing that I dislike about this game is the lack of money you get. You don't get much money for the fish you catch and the rare valuable fish seem even more rare than in the original. But hard-core players that stick [with it] to the end will certainly find easy ways to make a lot of money.

Unlike the GameCube version where each person playing the game has his own house, everyone lives in the same house in Wild World. This can be a little difficult if you don't like sharing, but it provides interesting new gameplay dynamics.

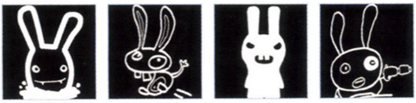
I know that the online capability of this game sounds pretty good, but it has some limitations. The friend code system can get very convoluted as you both have to have each other's friend code to go to each other's town. I prefer wireless connection because it doesn't disconnect you and you can play games with your friends that you can't play with the animals in the game.

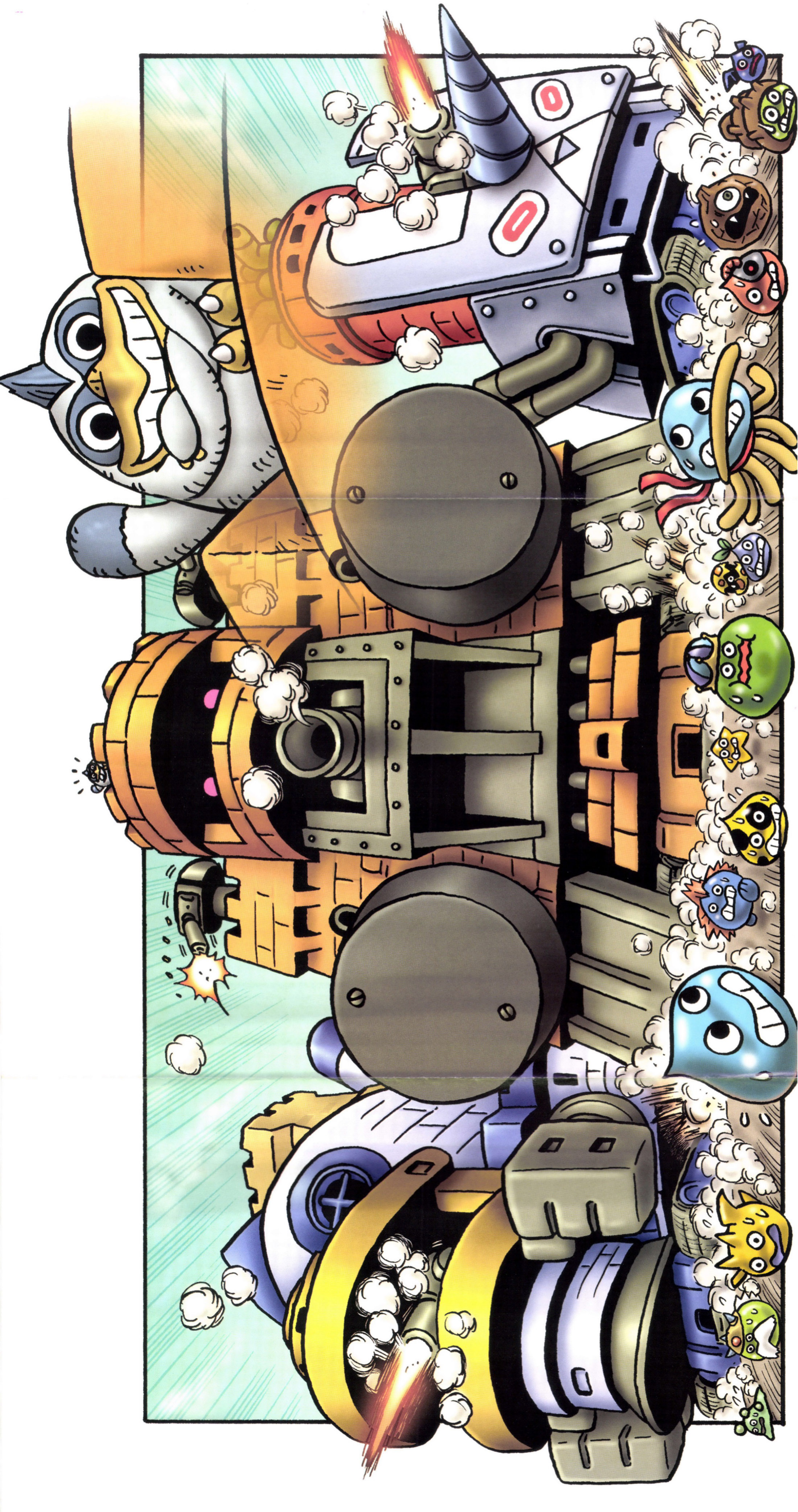
Let your voice be heard!

If you'd like to submit a review for NP, first become an Nsider at Nintendo.com. Then head to the Reviews forum and submit your game critique. Reviews are selected based on overall writing quality, objectivity, and game knowledge.

GOT THAT SPECIAL SOMETHING THAT BELONGS IN THE COMMUNITY SECTION? DROP US A LINE AT COMMUNITY@NINTENDOPOWER.COM.

Custom-Made Avatars **By Kim Logan**





NINTENDO POWER

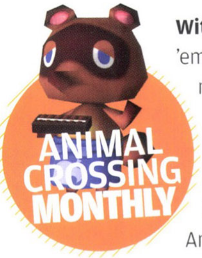
NINTENDO DS™

**DRAGON QUEST:
Rocket Slime**

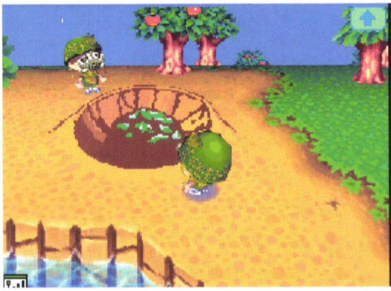
EVERYONE E CONTENT RATED BY ESRB
Cartoon Violence
Comic Mischief
Use of Tobacco

©2005, 2006 ARMOR PROJECT/BIRD STUDIO/SQUARE ENIX All Rights Reserved. ©KOICHI SUGIYAMA. DRAGON QUEST, Journey of the Cursed King, Rocket Slime and Square Enix are trademarks of Square Enix Co., Ltd. in the United States and/or other countries. Nintendo Power and the Nintendo DS logo are trademarks of Nintendo of America Inc.

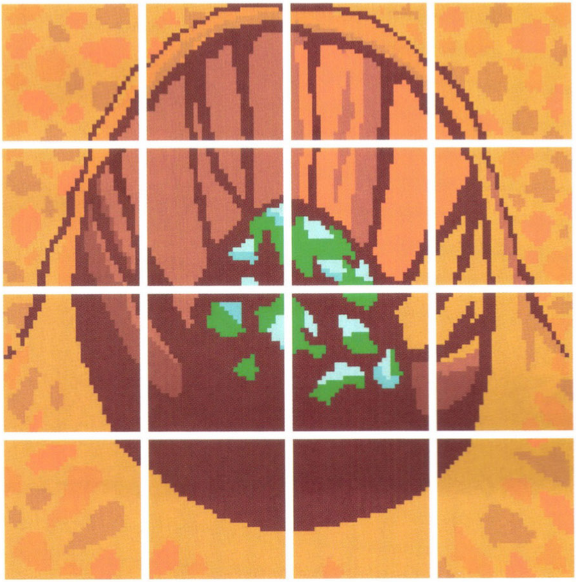
Rock This Town

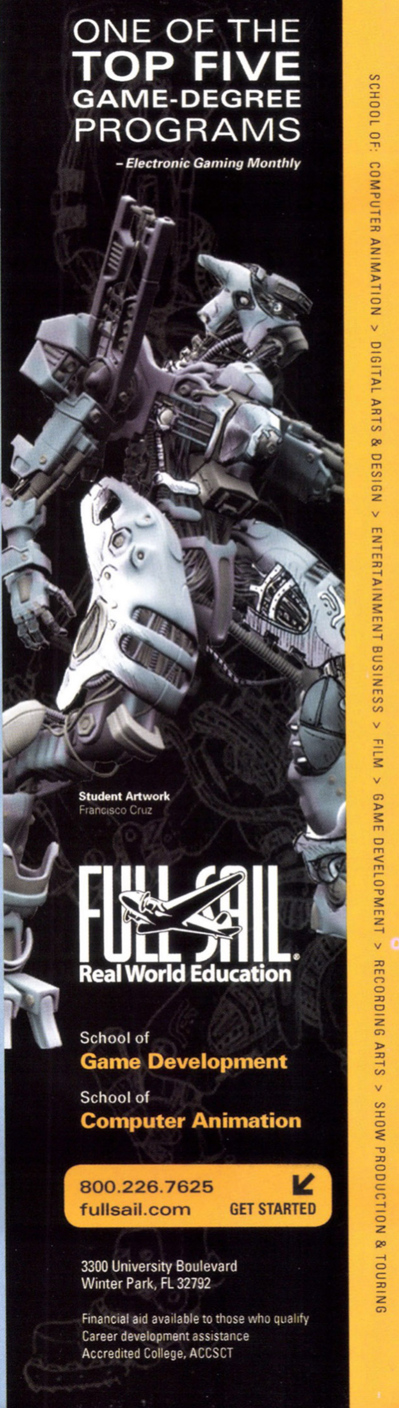


With all those shooting stars in the sky, one of 'em's bound to come crashing into your town, right? Well, probably not, but maybe your town's visitors will buy the story if you create a convincing meteorite crash to go along with it! Join us this month for a crash course in larger-than-life custom designs for your Animal Crossing: Wild World town.—Andy M.



You'll need 16 pattern slots (that's two characters' worth) to pull off a custom design of this magnitude. Start by getting down and dirty with the 12/16 color palette (ideal for re-creating dirt and grass), and use the available blues to craft your meteorite. And to give the scene more depth, try stretching the design vertically (see below) so that it appears more three-dimensional from an angle.





ONE OF THE **TOP FIVE** GAME-DEGREE PROGRAMS

– Electronic Gaming Monthly

Student Artwork
Francisco Cruz

FULL SAIL
Real World Education

School of
Game Development

School of
Computer Animation

800.226.7625
fullsail.com
GET STARTED

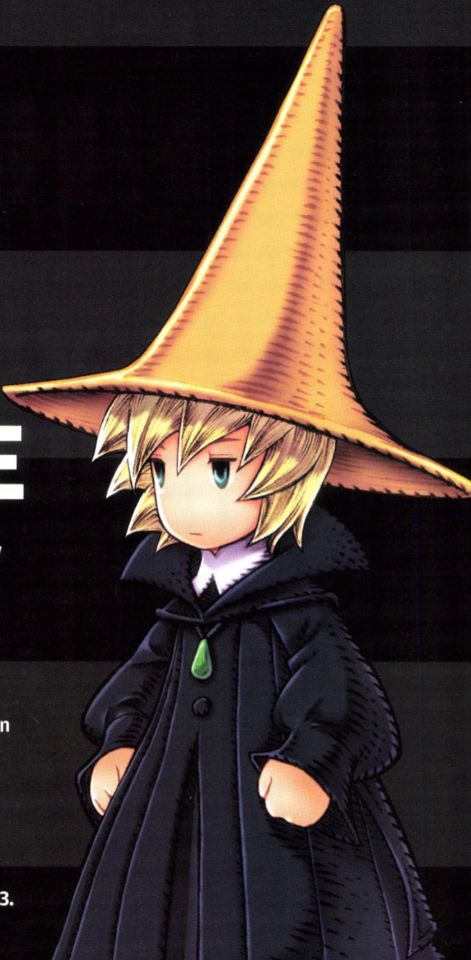
3300 University Boulevard
Winter Park, FL 32792

Financial aid available to those who qualify
Career development assistance
Accredited College, ACCSCT

SCHOOL OF: COMPUTER ANIMATION > DIGITAL ARTS & DESIGN > ENTERTAINMENT BUSINESS > FILM > GAME DEVELOPMENT > RECORDING ARTS > SHOW PRODUCTION & TOURING

NEXT MONTH

Wii, DS, GCN—the October issue will be rich with multiplatform coverage!



A FANTASY COME TRUE

When Famicom title FINAL FANTASY III finally arrives on North American shores this fall, its graphics and gameplay will have received a complete overhaul for the DS. We'll bring you all the details in a Bahamut-sized cover feature.

STAR MAPPING

Star Fox Command lets you plot the path of your fighters on a touch-controlled map. Our strategy miniguide will show you how to best command your starcraft fleet on DS.

CORRUPT DATA

Wii title Metroid Prime 3: Corruption made a big splash at E3. We'll spill the beans about the game that is destined to change the FPS as we know it.

KNIGHT FALLS

We'll also have an in-depth report on Konami's upcoming Boktai follow-up, Lunar Knights for the DS. Look for hands-on impressions and a behind-the-scenes interview.

GRATT
GRATT

THE HUNT IS ON
nintendo Wi-Fi connection
METROID PRIME HUNTERS
NINTENDO DS

- Engage in intense four-player deathmatches either locally or against hunters from around the world with Nintendo Wi-Fi Connection, and talk the talk before and after matches using the game's Voice Over IP.
- Customize multiplayer matches with over 20 expertly designed arenas and seven intense modes of play.
- Battle with Samus Aran or any of six additional bounty hunters, each equipped with unique alternate forms and specialty weapons.
- Unlock multiplayer features by playing through an all-new single-player adventure, or by battling other hunters in multiplayer mode.

© 2004-2006 Nintendo. Developed by Nintendo Software Technology Corp.

TEEN T CONTENT RATED BY ESRB
Animated Blood
Violence

Compatible wireless router or Nintendo Wi-Fi USB Connector and broadband access may be required for online play.

WI-FI FLYBY

Nintendo Wi-Fi Connection may be fairly new, but it has a history. Join us as we explore the past, present, and future of Nintendo's first network gaming service. Visit **nintendopower.com/quiz** for the answers today, or wait for your next issue.

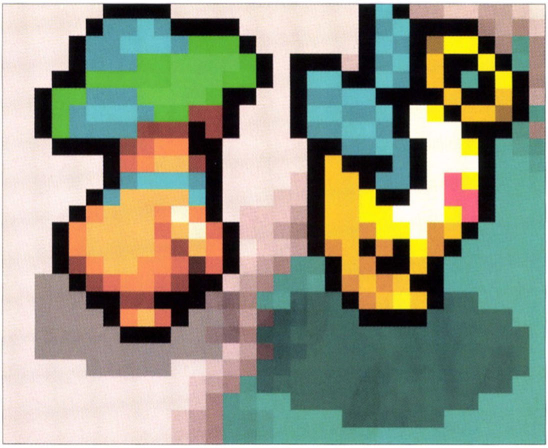
1 Nintendo's first system to go online was the Famicom (the Japanese version of the NES). What was the Famicom's main online function?
a. Chatting
b. Multiplayer gaming
c. Stock trading
d. Web surfing

2 When did Nintendo Wi-Fi Connection launch worldwide?
a. November 11th, 2005
b. November 14th, 2005
c. December 21st, 2005
d. January 1st, 2006

3 What was the first game to allow voice chat over Nintendo Wi-Fi Connection?
a. Tony Hawk's American Sk8land
b. LostMagic
c. Mario Kart DS
d. Metroid Prime Hunters

4 In Tetris DS, what new mode allows two players to engage in a Tetris shoving match over Nintendo Wi-Fi Connection?
a. Push Mode
b. Shove Mode
c. Classic Mode
d. Combat Mode

5 In Mario Kart DS, what term is used for players who practice a controversial maneuver over Nintendo Wi-Fi Connection that involves power-sliding back and forth?
a. Swervers
b. Screetchers
c. Snakers
d. Sliders



PIXEL-PERFECT

NAME THAT SCREENSHOT

The monstrous screenshot above has something to do with Nintendo Wi-Fi Connection. What game is it from?

VOLUME 205's FEATURE:
TETRIS DS

6 How many Mario Kart DS racers can compete against each other over Nintendo Wi-Fi Connection?
a. Two
b. Four
c. Six
d. Eight

7 When playing Metroid Prime Hunters over Nintendo Wi-Fi Connection, what is Trace's special ability associated with his affinity weapon?
a. Double damage
b. Missiles
c. Cloaking
d. Invincibility

8 Nintendo Wi-Fi Connection hit a milestone in March, clocking how many unique users?
a. 50,000
b. 100,000
c. 500,000
d. 1,000,000

9 In Animal Crossing: Wild World, what is the name of the character who guards the Wi-Fi gate?
a. Mr. Resetti
b. K.K. Slider
c. Lyle
d. Copper

10 GameCube had just one online gaming series. What was it?

a. Phantasy Star

b. Metroid

c. Animal Crossing

11 What recently announced DS game will be Wi-Fi enabled?
a. Mario vs. Donkey Kong 2: March of the Minis
b. Star Fox Command
c. Custom Robo Arena
d. Tenchu: Dark Secret
e. All of the above
f. None of the above

Extra Credit! If NP staffer Andy Myers could choose one franchise to go Wi-Fi, which would it be?
a. The Legend of Zelda
b. Pokémon
c. Pikmin
d. Harvest Moon
e. Rex Ronan: Experimental Surgeon

Power Quiz Answers from Vol. 205 1: b, 2: c, 3: c, 4: a, 5: c, 6: a, 7: c, 8: a, 9: b, 10: c, 11: c

CONTACTS

GET 'N TOUCH WITH NINTENDO

NINTENDO ONLINE
Your online source to everything Nintendo.
www.nintendo.com

GENERAL QUESTIONS
Visit www.nintendo.com
or e-mail us by visiting: www.nintendo.com/consumer/webform.jsp

If you are unable to find what you need at our website, contact us at:
1-800-255-3700
(1-800-422-4281 TDD)
Note: We are unable to answer gameplay questions on this line. 6 a.m. to 7 p.m. Pacific Standard Time, every day. French- and Spanish-speaking representatives are available.

SYSTEM SETUP, TROUBLESHOOTING & REPAIR
Visit www.nintendo.com/consumer

INFORMATION REGARDING NINTENDO WI-FI CONNECTION
Visit www.nintendowifi.com

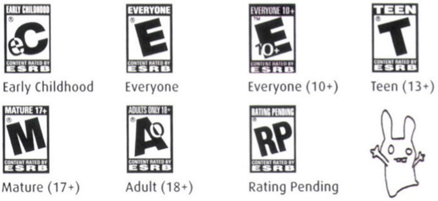
POWER LINE
1-425-885-7529
Prerecorded Game Tips and Future Product Information
Get complete game walk-throughs on the most popular games for Nintendo systems. This call may be long-distance, so be sure to get permission from whoever pays the phone bill before you call. For a complete list of games available on the power line, check out:
www.nintendo.com/consumer/gameplay/powerline.html

NINTENDO POWER SUBSCRIPTIONS, RENEWALS, BACK ISSUES, PLAYER'S GUIDES AND MORE
Visit www.nintendopower.com

CONTACT US
Nintendo Power
P.O. Box 97033
Redmond, WA 98073-9733

community@nintendopower.com
pokemon_community@nintendopower.com
pulse@nintendopower.com
E-mail sent to the above addresses will not receive a response.

ESRB GAME RATING INFORMATION
To contact the ESRB or for more information, visit www.esrb.org.
The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.



Early Childhood
Everyone
Everyone (10+)
Teen (13+)
Mature (17+)
Adult (18+)
Rating Pending

ADVERTISING INQUIRIES

Video game-related:
Jeff Bafus, Nintendo of America
425-882-2040
NP.advertising@noa.nintendo.com

Non-video game-related:
Peter Guenther, GMS
847-985-0715
pguenther@earthlink.net

For rate card, ad specs and other advertising information, please send e-mail to: ads@nintendo.com

Canadian postage paid at Mississauga, Ontario. Canadian Publication Agreement #40052563. Return undeliverable copies in Canada to: Nintendo of Canada, 110-13480 Crestwood Place, Richmond, BC, V6V 2J9.

ZELDA: TWILIGHT PRINCESS UPDATE!
NINTENDO POWER
WE CAME, Wii CONQUERED
METROID PRIME 3
EXCLUSIVE INTERVIEW & SCRE
25 GAMES
DS MEGA-ISSUE
30+ GAMES COVERED
3 issues for free*

MY NINTENDO SIGN UP NOW

SPECIAL OFFER
MY NINTENDO MEMBERS ONLY

What's better than the all-new Nintendo Power? Getting it for free. **Register three products in your My Nintendo account and get three free issues of Nintendo Power!** We're convinced you'll love Power's new look and approach to gaming. After the trial period, nab a year's subscription of the best information on Nintendo for only $12 U.S. That's $1 an issue! You can't beat that! If you're not a My Nintendo member, go to **www.mynintendo.com** to sign up.

GET YOUR PRODUCTS REGISTERED AND GET YOUR FREE POWER TODAY!

*Offer limited to My Nintendo members in the U.S. and Canada only. Limit one per household. Please allow 4 to 6 weeks in the U.S. and 6 to 10 weeks in Canada for your first issue to arrive. Nintendo reserves the right to determine the starting date of the trial subscription. Offer good while supplies last.

London
8:21 PM
Maui
9:21 AM
Manhattan
3:21 PM
Lunch Break
Seattle
12:21 PM
nintendo Wi-Fi connection
There's always someone ready to play!
NINTENDO DS

IT'S EASY!

1. GET EQUIPPED
Look for the **Nintendo Wi-Fi Connection** logo on your favorite Nintendo DS games.

2. GET CONNECTED
Connect at home or at a **Nintendo Wi-Fi Connection** hotspot. Visit **NintendoWiFi.com** to find free hotspots nearest you.

3. PLAY
Challenge your friends or take on the world. **Nintendo Wi-Fi Connection** lets you decide.

www.NintendoWiFi.com

NINTENDO POWER

BACK ISSUES & PLAYER'S GUIDES

ORDER ONLINE AT store.nintendo.com OR CALL 1-800-255-3700

NINTENDO POWER MAGAZINE

ZELDA: TWILIGHT PRINCESS UPDATE!
NINTENDO POWER
WE CAME, Wii CONQUERED
25 GAMES THAT ROCKED E3!
METROID PRIME 3
DS MEGA-ISSUE

AUGUST 2006, VOLUME 206
Smash Files (Super Smash Bros. Brawl, Solid Snake), Prime Directive (Metroid Prime 3: Corruption), Field of Dreams (Wii Sports/Music), A Hero in Motion (The Legend of Zelda: Twilight Princess), The Top 25 Wii Want (Wii games), Cubism (upcoming Nintendo GameCube games), All Wound Up (Mario vs. Donkey Kong 2), Force of Nature (Children of Mana), Three's a Charm (FINAL FANTASY III), Return to Form (Star Fox Command), Tenchu: Dark Secret, Elite Beat Agents, Kirby: Squeak Squad, Pokémon Mystery Dungeon, Capcom Classics Mini Mix, Battle B-Daman, Spongebob Squarepants: The Creature from the Krusty Krab, Yoshi's Island 2, Dragon Ball Z: Budokai Tenkaichi 2, Eragon, Magical Vacation, Avatar: The Last Airbender, Deep Labyrinth, Steel Horizon, Chibi-Robo: Park Patrol

Wii GOT SMASH BROS.!
EXPERIENCE Wii
NINTENDO POWER
Zelda
A touch of styles for Phantom Hourglass

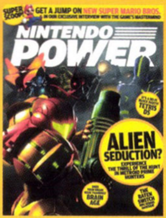
JULY 2006, VOLUME 205
The Wii Experience (Red Steel, Rayman: Raving Rabbids, Madden NFL 2007, Medal of Honor: Airborne, Tony Hawk's Downhill Jam, Super Monkey Ball: Banana Blitz), Signal Strength (Wi-Fi update), Touched by a Legend (The Legend of Zelda: Phantom Hourglass), Slime Time (Dragon Quest: Rocket Slime), Back from the Brink (Tomb Raider: Legend), Interview with Reggie Fils-Aime, Heavy Mental (Sudoku Gridmaster, Brain Age, and Big Brain Academy), Inside Zelda, Final Fantasy III, Point Blank DS, Super Robot Taisen: Original Generation, Summon Night: Swordcraft Story, Pac-Man World Rally, Hi Hi Puffy Amiyumi: The Genie and the Amp, Alex Rider: Stormbreaker, Barnyard, Mega Man Battle Network 6, New Super Mario Bros. Miniguide

THE TONY HAWK REVOLUTION
NINTENDO POWER
Castlevania
Portrait of Ruin

JUNE 2006, VOLUME 204
Dark Arts (Castlevania: Portrait of Ruin), Prepare for Contact (Contact), Planet of the Apes (Super Monkey Ball Adventure), Gravity Game (Tony Hawk's Downhill Jam), Framing the Game (I Am 8-Bit), 25 Mama Mia Moments (New Super Mario Bros.), X-ing Over (X-Men: The Official Game), Odama Creator Tells All (Odama), Magic Tricks (LostMagic), Inside Zelda, Cars, LEGO *Star Wars* II: The Original Trilogy, Magnetica, Metal Slug, Monster House, Star Trek: Tactical Assault

MAX OUT YOUR METROID BODY COUNT
NINTENDO POWER
JUMP FOR JOY!

MAY 2006, VOLUME 203
The Bros. Are Back (New Super Mario Bros.), Two Brains Are Better Than One (Brain Age), The Lost World (LostMagic), Improving on Perfection (Tetris DS), The X^3 Factor (X-Men: The Official Game), Impose Your Will (Odama), 2005 Nintendo Power Awards, The Only Game in Town (MLB 2K6), Target: Samus Aran (Metroid Prime Hunters), Inside Zelda, The Good Life (Harvest Moon: Magical Melody). LEGO *Star Wars* II: The Original Trilogy, Big Brain Academy, Over the Hedge, Super Monkey Ball Adventure, 2006 FIFA World Cup, Pirates of the Caribbean: Dead Man's Chest

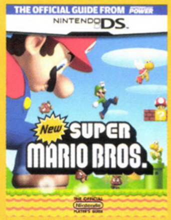

GET A JUMP ON NEW SUPER MARIO BROS.
NINTENDO POWER
ALIEN SEDUCTION?
BRAIN AGE

APRIL 2006, VOLUME 202
Ahead of the Game (Brain Age), 10 Things You've Never Done in Harvest Moon, Inside Zelda, Sizing Up Mario (New Super Mario Bros.), Space Race (Metroid Prime Hunters), Where There's a Drill, There's a Way (Drill Dozer), The Chibi-Robo Guide to Assisted Living, Past, Present, and Future Phantasia (Tales of Phantasia), Break the Silence (Resident Evil: Deadly Silence), Major League Baseball 2K6, Rampage: Total Destruction, Dragon Ball: Advanced Adventure, Ice Age 2: The Meltdown, Dr. Sudoku, Mage Knight: Destiny's Soldier, Baten Kaitos II

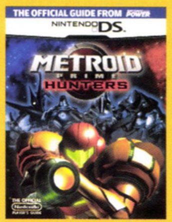
OFFICIAL NINTENDO PLAYER'S GUIDES

THE OFFICIAL GUIDE FROM NINTENDO POWER
NINTENDO GAMECUBE
Pokémon XD Gale of Darkness

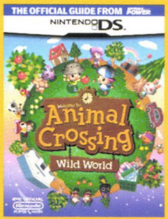
POKéMON XD: GALE OF DARKNESS


THE OFFICIAL GUIDE FROM NINTENDO POWER
NINTENDO DS
New SUPER MARIO BROS.

NEW SUPER MARIO BROS.


THE OFFICIAL GUIDE FROM NINTENDO POWER
NINTENDO DS
METROID PRIME HUNTERS

METROID PRIME HUNTERS


THE OFFICIAL GUIDE FROM NINTENDO POWER
NINTENDO DS
Animal Crossing Wild World

ANIMAL CROSSING: WILD WORLD

THE OFFICIAL GUIDE FROM NINTENDO POWER
GAME BOY ADVANCE
FINAL FANTASY IV ADVANCE

FINAL FANTASY IV ADVANCE

NINTENDO GAMECUBE

- FIRE EMBLEM: PATH OF RADIANCE
- BATTALION WARS
- THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES
- METROID PRIME 2 ECHOES
- PAPER MARIO: THE THOUSAND-YEAR DOOR
- PIKMIN 2
- STAR FOX: ASSAULT

NINTENDO DS AND GAME BOY ADVANCE

- PUPS: THE OFFICIAL NINTENDOGS COMPANION (DS)
- ADVANCE WARS: DUAL STRIKE (DS)
- FINAL FANTASY I & II: DAWN OF SOULS (GBA)
- SWORD OF MANA (GBA)
- FIRE EMBLEM: THE SACRED STONES (GBA)
- THE LEGEND OF ZELDA: THE MINISH CAP (GBA)
- MARIO & LUIGI: PARTNERS IN TIME (DS)
- MARIO & LUIGI: SUPERSTAR SAGA (GBA)
- METROID: ZERO MISSION (GBA)
- POKéMON EMERALD (GBA)
- POKéMON FIRERED & LEAFGREEN (GBA)

Nintendo Power issues are available individually. Features in each issue are listed above. Use the Back Issue/Player's Guide Order Form in this issue to order past Nintendo Power issues and Player's Guides, call 1-800-255-3700 to order by phone, or visit store.nintendo.com to order online with VISA or MasterCard. Offer valid while supplies last! Please allow up to 2 weeks for delivery. Prices include shipping and handling. Prices subject to change without notice.

NINTENDO POWER®

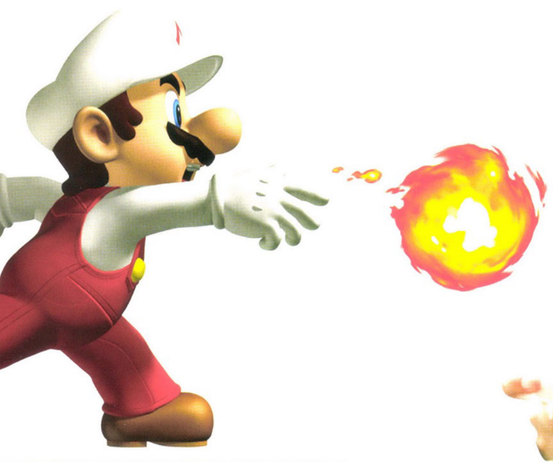
Your Official Nintendo Magazine!

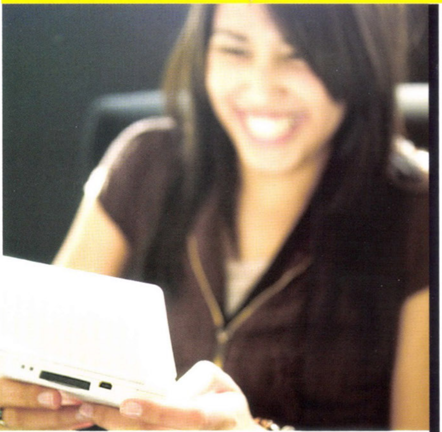
NINTENDO POWER
WE CAME, Wii CONQUERED
25 GAMES THAT ROCKED E3!
METROID PRIME 3
EXCLUSIVE INTERVIEW & SCREENS
DS MEGA-ISS
30+ GAMES COVERED

Wii GOT SMASH BROS.! FIRST LOOK
EXPERIENCE Wii
17-PAGE BLOWO
NINTENDO POWER
A Ligh
Brighter
NEW SUPE MARIO BRO
SPECIAL TI BOOK
Zelda
A touch of stylus for Phantom Hourgl

MAX OUT YOUR METROID BODY COU
NINTENDO POWER
JUMP FOR JOY
And find out how New Super Mario Bros. will define what's old-school
what's new, what's hot, and what's cool in our exclusive hands-on pre

SUPER SCOOP!
GET A JUMP ON NEW SUPER MARIO BR
IN OUR EXCLUSIVE INTERVIEW WITH THE GAME'S MASTER
NINTENDO POWER
IT'S A BLOCK TETI DS





SUBSCRIBE OR RENEW TODAY!

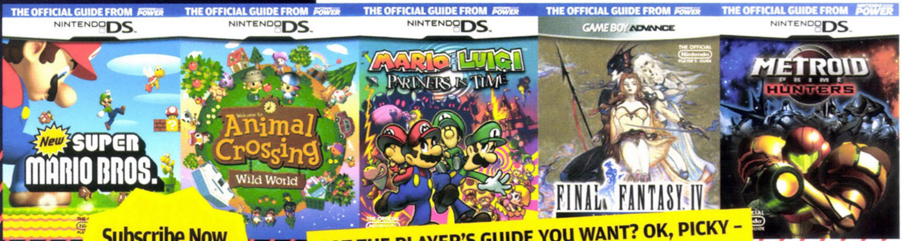
Achieve Maximum Power!

Subscribe now to the all-new, fully redesigned Nintendo Power for only $19.95 U.S. ($27.95 Cdn.) and pick any Player's Guide – FREE*!

Each month we deliver big-time gaming content like inside info, expanded news, the hottest previews, and honest reviews for Game Boy®, Nintendo GameCube™, Nintendo DS™, and Wii™. It's all the power any Nintendo fan could want! Subscribe right now for a superlow **$19.95 U.S.** ($27.95 Cdn.) and score one Official **Player's Guide** of your choice – **FREE***!

CHOOSE FROM:

- *New Super Mario Bros.®* Official Player's Guide
- *Animal Crossing®: Wild World* Official Player's Guide
- *Mario & Luigi™: Partners in Time* Official Player's Guide
- *FINAL FANTASY® IV Advance* Official Player's Guide
- *Metroid® Prime Hunters* Official Player's Guide


THE OFFICIAL GUIDE FROM POWER
NINTENDO DS
New SUPER MARIO BROS.
THE OFFICIAL GUIDE FROM POWER
NINTENDO DS
Welcome to Animal Crossing Wild World
THE OFFICIAL GUIDE FROM POWER
NINTENDO DS
MARIO & LUIGI PARTNERS IN TIME
THE OFFICIAL GUIDE FROM POWER
GAME BOY ADVANCE
FINAL FANTASY IV
THE OFFICIAL GUIDE FROM POWER
NINTENDO DS
METROID PRIME HUNTERS

Subscribe Now and Choose One FREE* Official Player's Guide!

NOT THE PLAYER'S GUIDE YOU WANT? OK, PICKY – CHOOSE FROM OVER 50 TITLES AND OTHER GREAT ITEMS NOW ONLINE AT: www.nintendopower.com/smb

Or call toll-free 1-800-255-3700. VISA and MasterCard accepted with online and phone orders. You may also order by mail – just fill out the attached order form.

*Choice of one Player's Guide with paid subscription. Nintendo Power magazine and free gift will be shipped via bulk mail and may take 4 to 6 weeks in the U.S.A. and 6 to 10 weeks in Canada for delivery. Offer good while supplies last. ™ & ® are trademarks of Nintendo. ©2006 Nintendo.

hubbabubba.com
OUTRAGEOUS ORIGINAL TASTES LIKE NOTHING ELSE EXCEPT FOR ITSELF WHICH MAKES IT SO ORIGINAL.
new WRIGLEY'S
Hubba Bubba
Max
A WHOLE NEW KIND OF BUBBLE

© 2006 Wm. Wrigley Jr. Co.

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!